



UI/UX-in-a-day lab

Kristine Kotodzyski

Getting started

You should already have the pre-requisites ready. If you haven't completed those yet, please make sure you check out the slide deck with setup instructions which is part of the deck.



Kristine Kotodzyska

What we are building

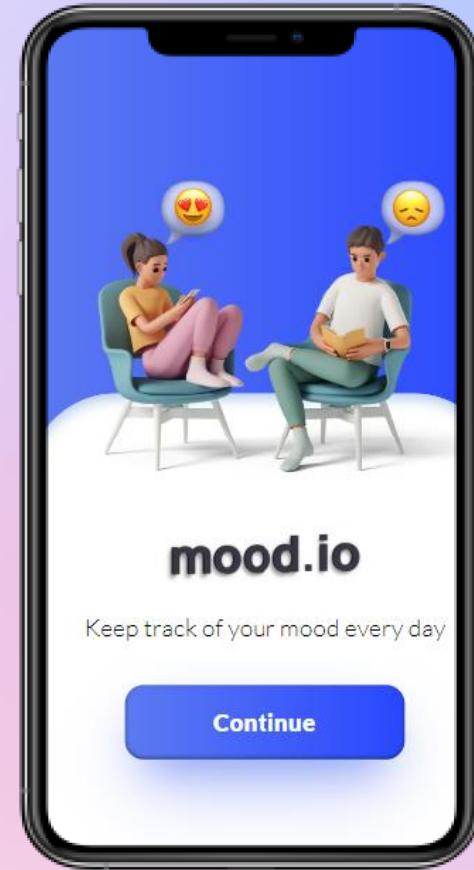
Today we will be building a very simple mood tracking application called **mood.io**. The logic behind the app is ready and doesn't need the changes, this is to allow you to really focus on the design. The application doesn't connect to any data sources and only has local collections just to avoid any potential issues with connections, policies and security in your environment.



krystynekobzegski

Part 1: Welcome screen

This is the screen we will
be building in this
module!



krystine kohodzynski

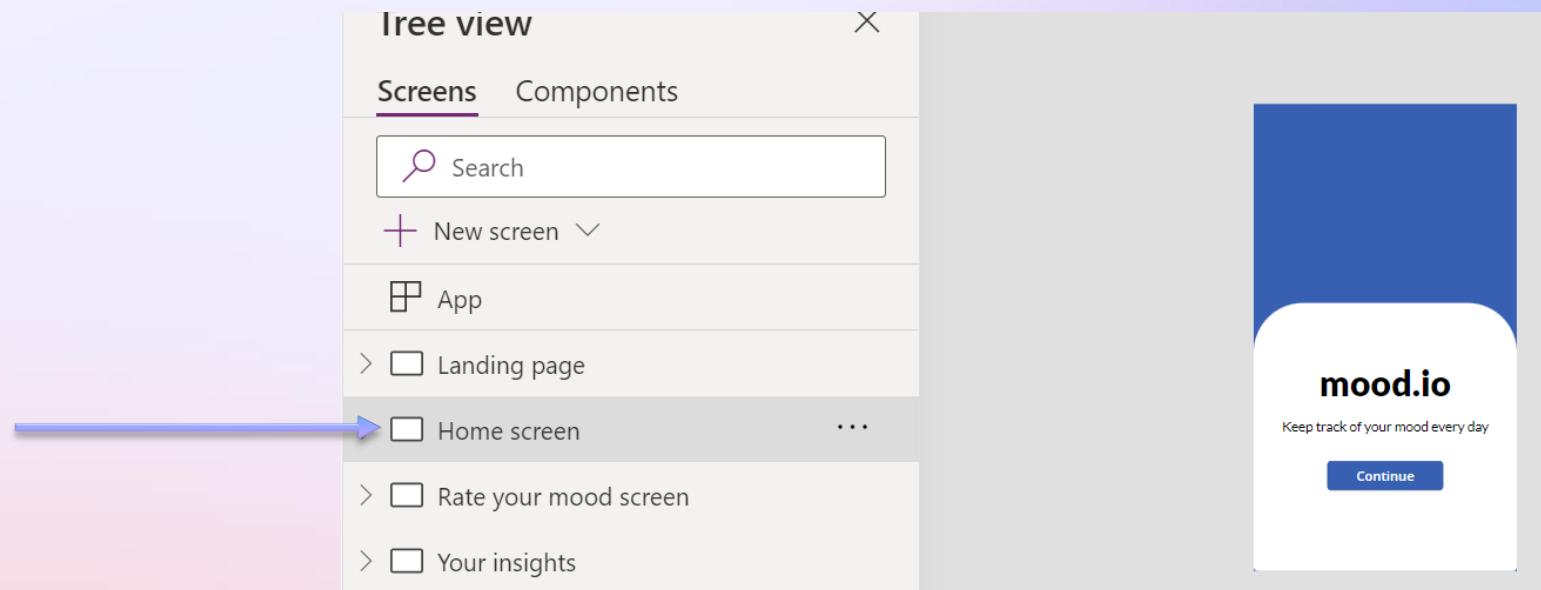
Part 1: Welcome screen



Firstly, please open the Sample App from the package in Edit mode.

Kristine Kotodzyska

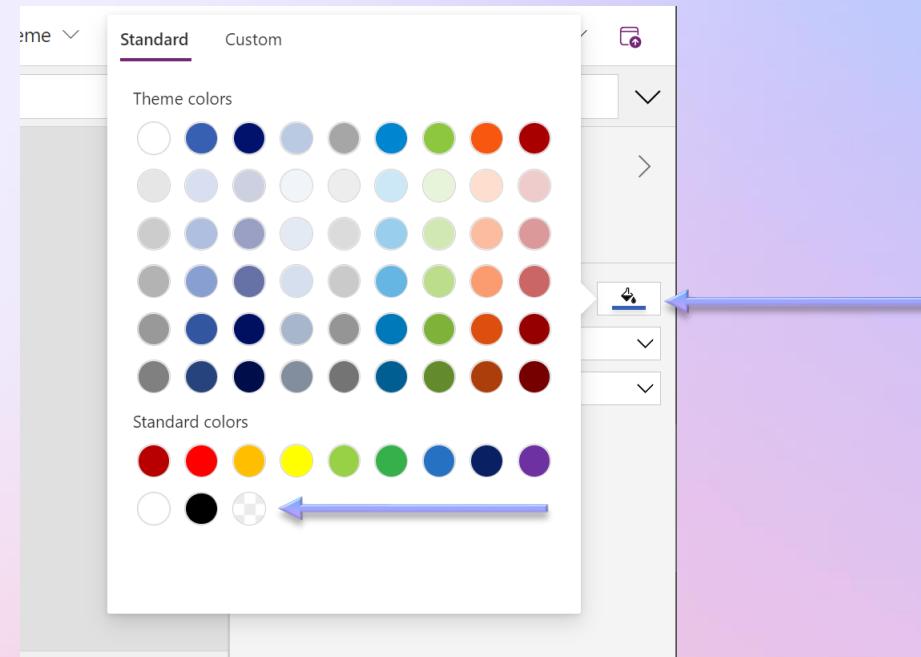
Part 1: Home screen



Navigate to the Home Screen.

Kristine Kotodzyska

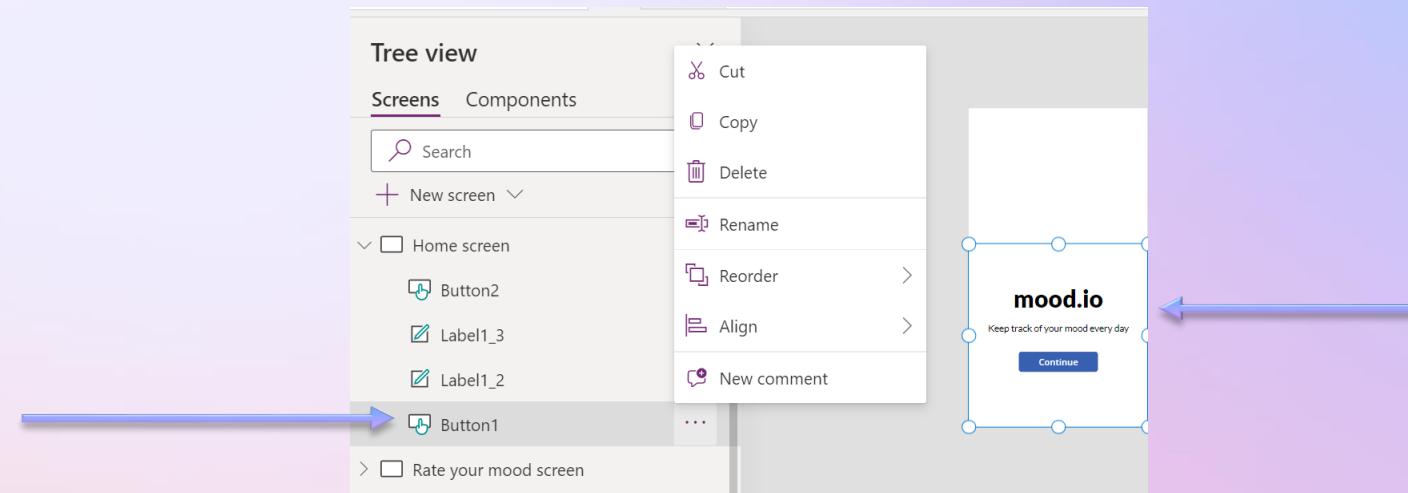
Part 1: Home screen



Let's make the background transparent (or white).

Kristine Kotodzyski

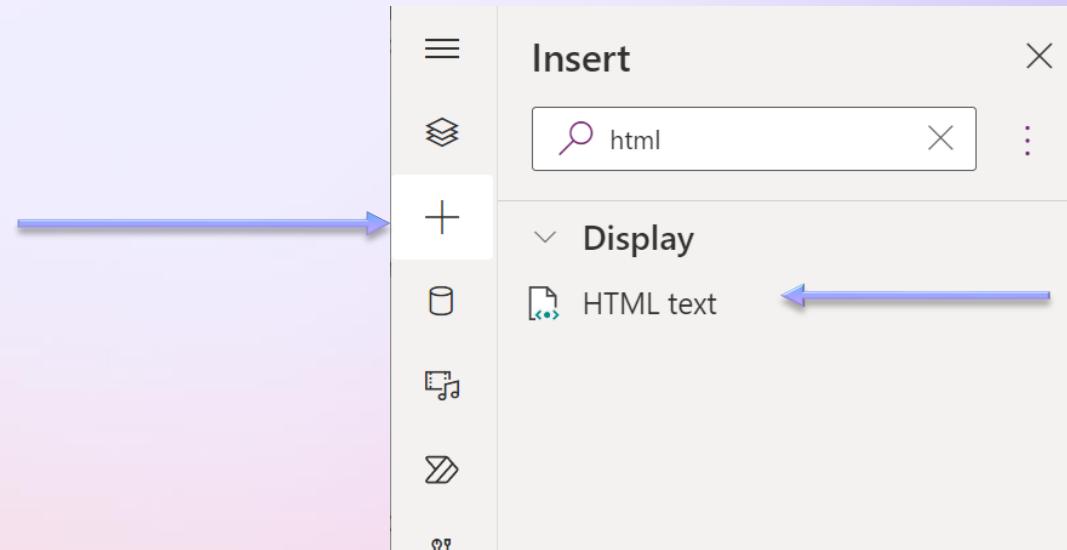
Part 1: Home screen



Please remove the white decorative button.

Kristine Kotodzyska

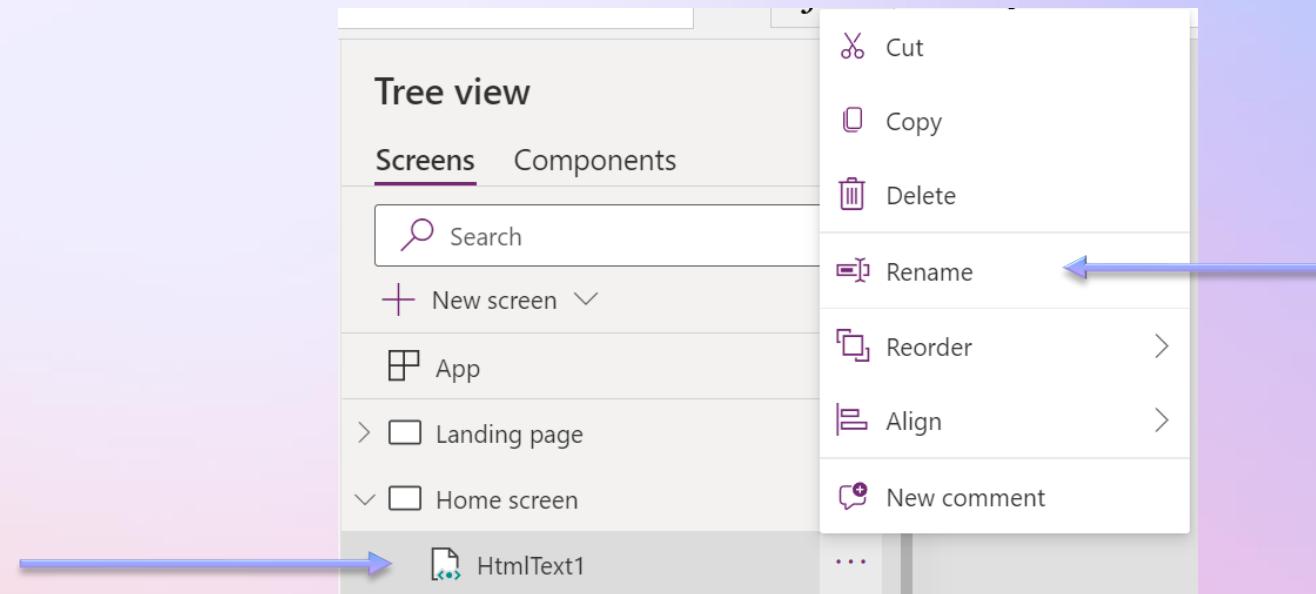
Part 1: Home screen



Now, let's add the HTML text control to your screen.

Kristine Kotodzyski

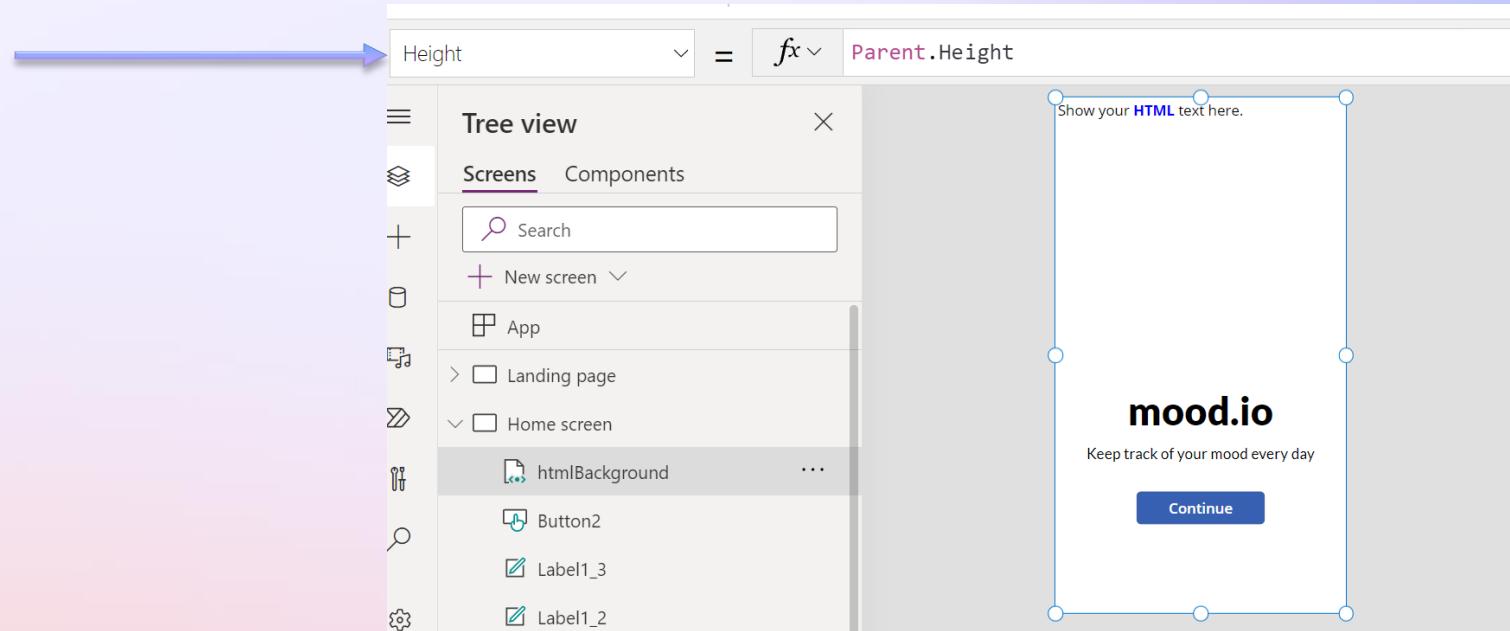
Part 1: Home screen



Firstly, let's rename the HTML text to 'htmlBackground'. This control will be the gradient background.

Kristine Kotodzyska

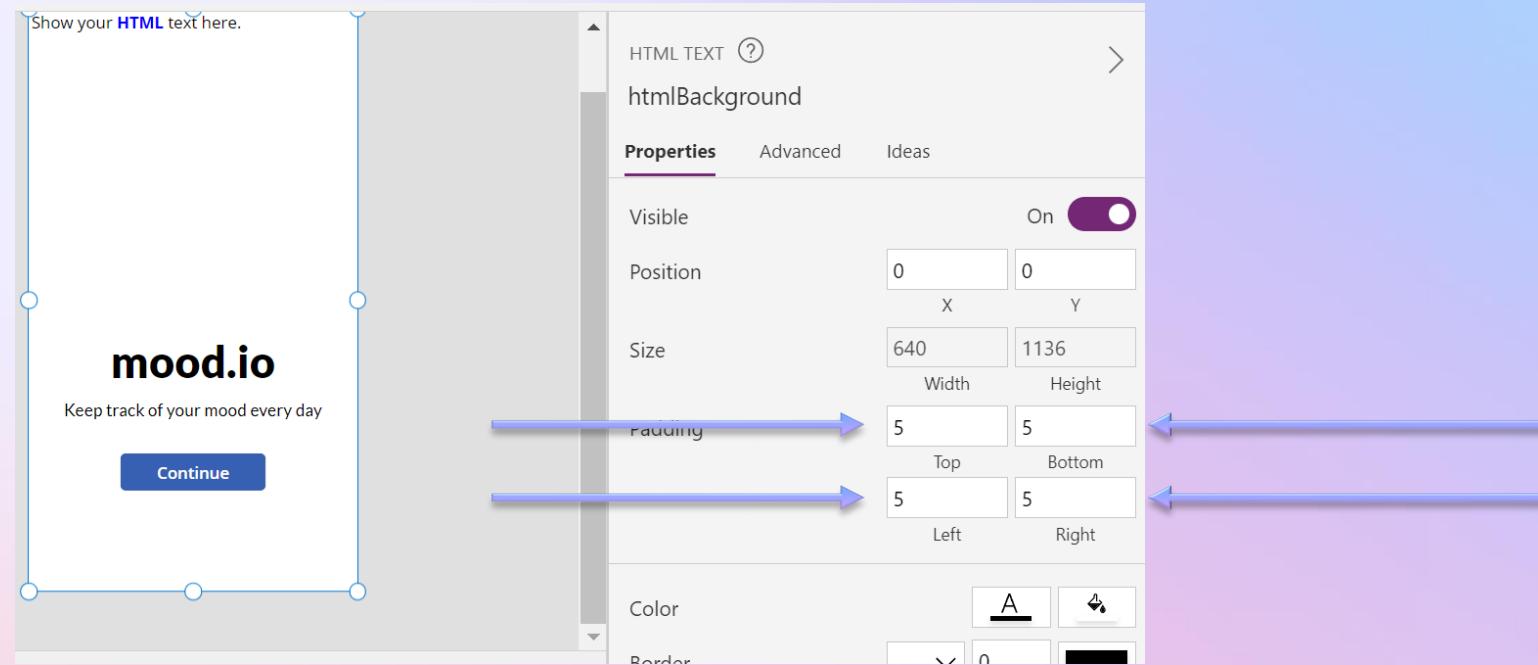
Part 1: Home screen



Now, please change the Width property of the HTML control to **Parent.Width**, and the height to **Parent.Height**.

Kristine Kobayashi

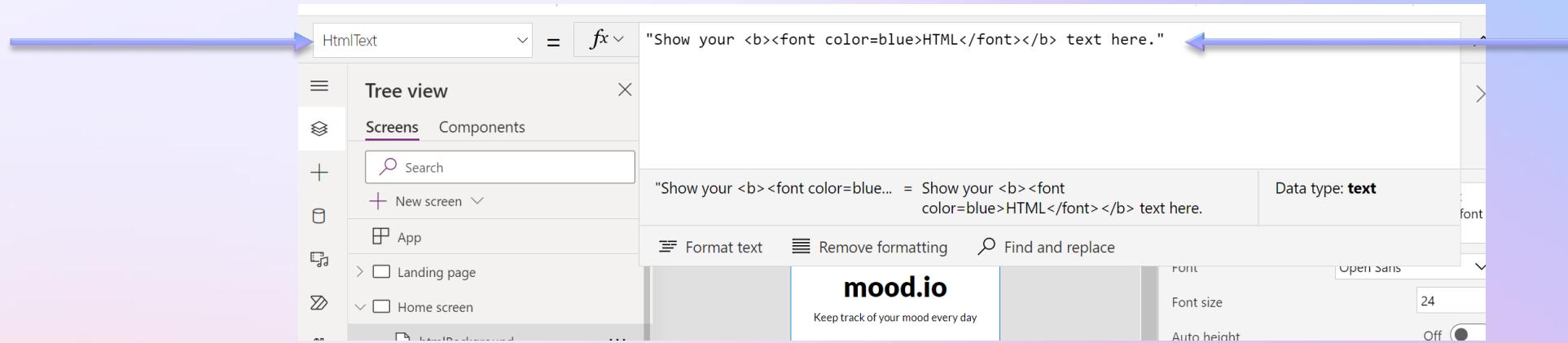
Part 1: Home screen



By default, the HTML control has 5px padding applied to all 4 edges.
Please change this to 0 to ensure there's no padding when we add the background.

Kristine Kotodzyska

Part 1: Home screen



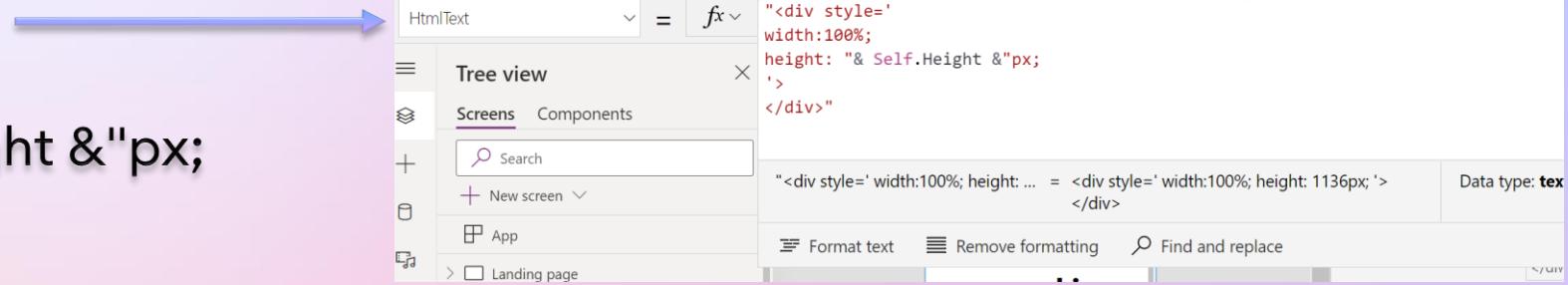
Now, please navigate to the HTML property in the **htmlBackground** control and remove the pre-generated text ("Show your HTML text here.“)

Kristine Kotodzyska

Part 1: Home screen

Let's add a simple <div> to the **htmlBackground** control:

```
"<div style='  
width:100%;  
height: "& Self.Height &"px;  
'>  
</div>"
```



(Don't forget the double quotes!)

Kristine Kotodzyska

Part 1: Home screen

You'll notice that although the htmlBackground control is stretched to fill the screen, we have a scroll bar. To fix this, we will need to deduct 1px from the height **within the code**. Simply add “-1” to the line declaring the height.

```
"<div style='  
width:100%;  
height: "& Self.Height-1 &"px;  
'>  
</div>"
```

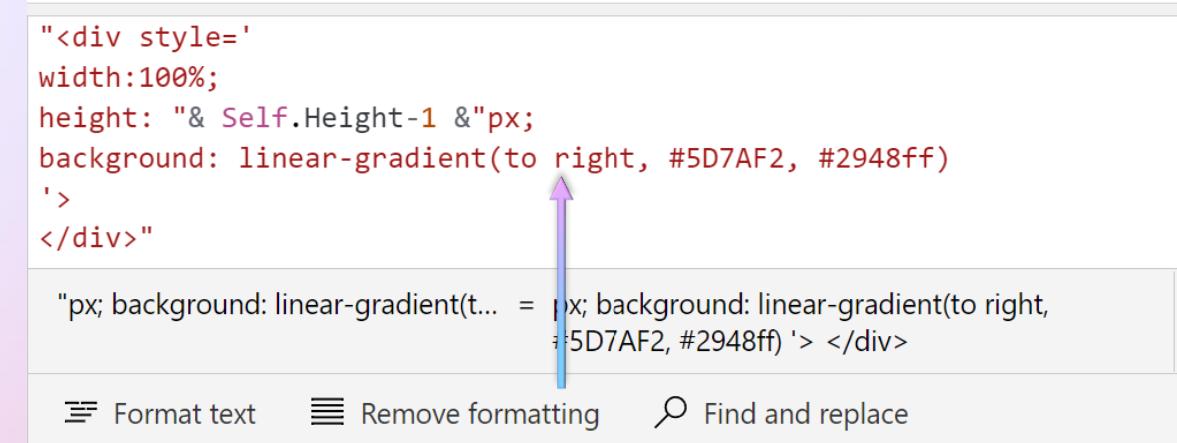


Kristine Kotodzyska

Part 1: Home screen

Now, let's add some background. The background in the sample app is a gradient made of two shades of blue (**#5D7AF2** and **#2948ff**). To add background, we can simply use the background property and then linear-gradient.

background: linear-gradient(to right, #5D7AF2, #2948ff)



```
<div style='
width:100%;
height: "& Self.Height-1 &"px;
background: linear-gradient(to right, #5D7AF2, #2948ff)
'>
</div>"
```

"px; background: linear-gradient(t... = px; background: linear-gradient(to right, #5D7AF2, #2948ff) '> </div>

Format text Remove formatting Find and replace

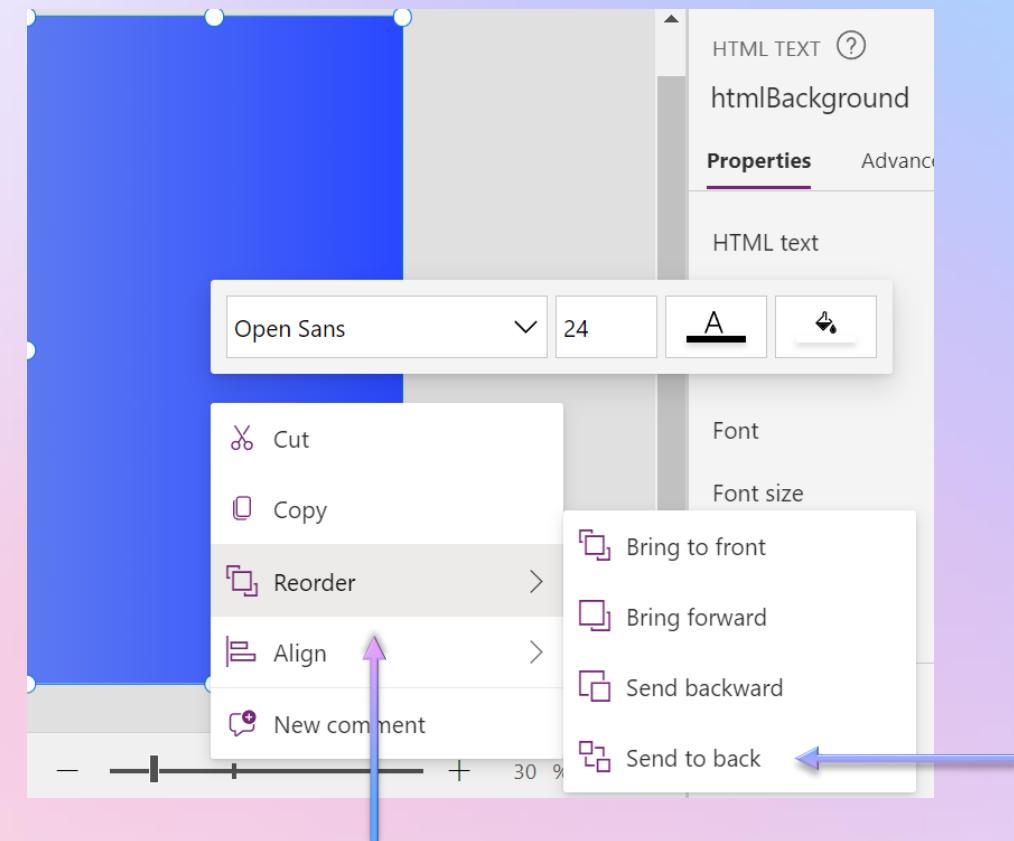
A screenshot of a code editor window. The code shown is a snippet of CSS for a div element. It includes a width of 100%, a height of a variable plus 1 pixel, and a background gradient from left to right with colors #5D7AF2 and #2948ff. Below the code, there is a preview of the gradient. At the bottom of the editor are standard text editing tools: 'Format text', 'Remove formatting', and 'Find and replace'. A purple arrow points upwards from the text 'If you're feeling creative, you're welcome to use your own gradient 😊' to the word 'Self' in the CSS code, likely indicating where a user would input their own gradient values.

If you're feeling creative, you're welcome to use your own gradient 😊
You can use this website to get pre-generated gradient combinations - <https://uigradients.com/>

Kristine Kotodzyska

Part 1: Home screen

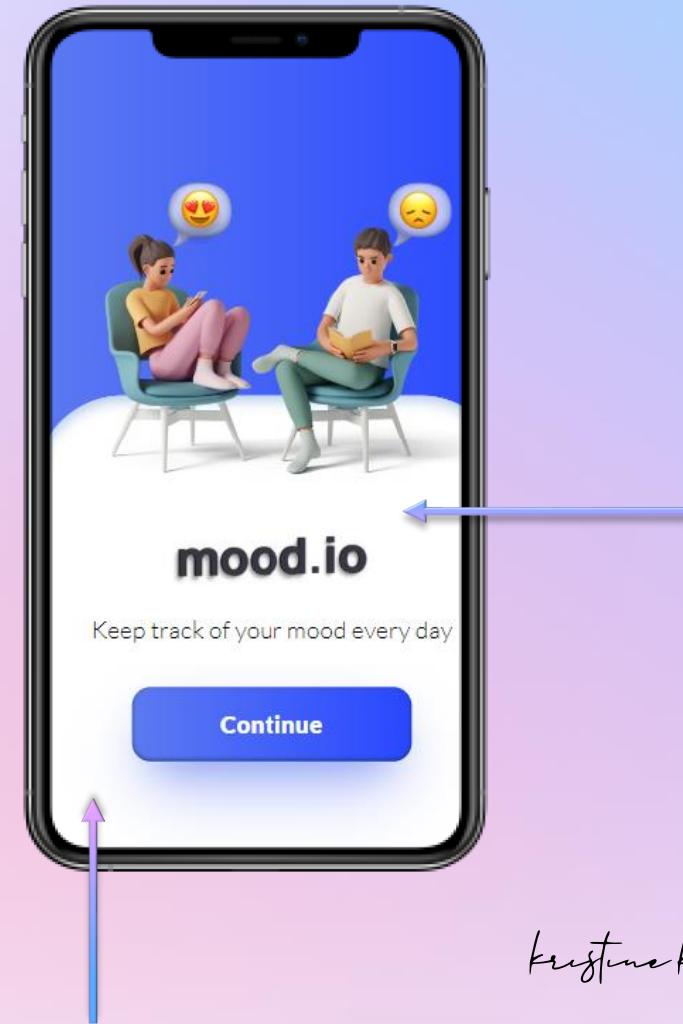
You'll notice that the HTML control is now layered on top of all of the other content. To send it to back, please right click, hover over 'Reorder' and then click on 'Send to back'.



Kristine Kotodzyska

Part 1: Home screen

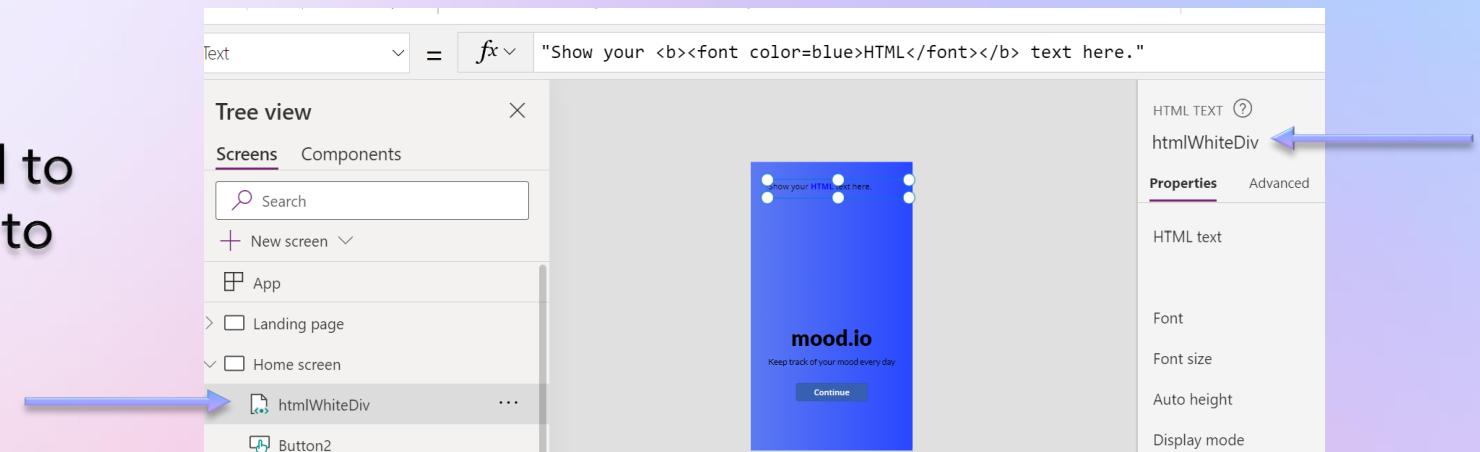
Great! The first HTML control is done. Now time for the white control. There are two ways of doing this – either by adding the white element to the existing background element, or separately. Adding a `<div>` within a `<div>` adds some complexities like positioning, parent/child inheritance etc., and as this is a fundamental level course, we will create a separate HTML control instead.



Kristine Kotodzyska

Part 1: Home screen

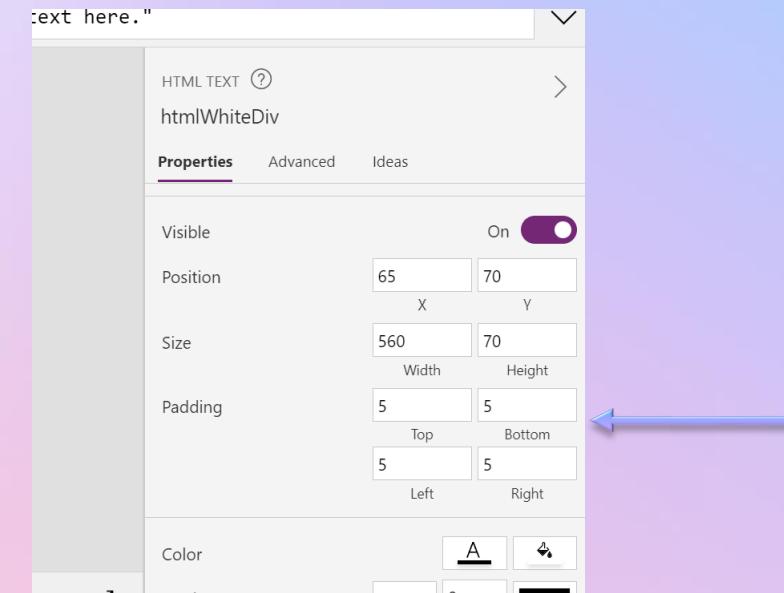
Please add a HTML control to your screen and rename it to **htmlWhiteDiv**.



Kristine Kotodzyska

Part 1: Home screen

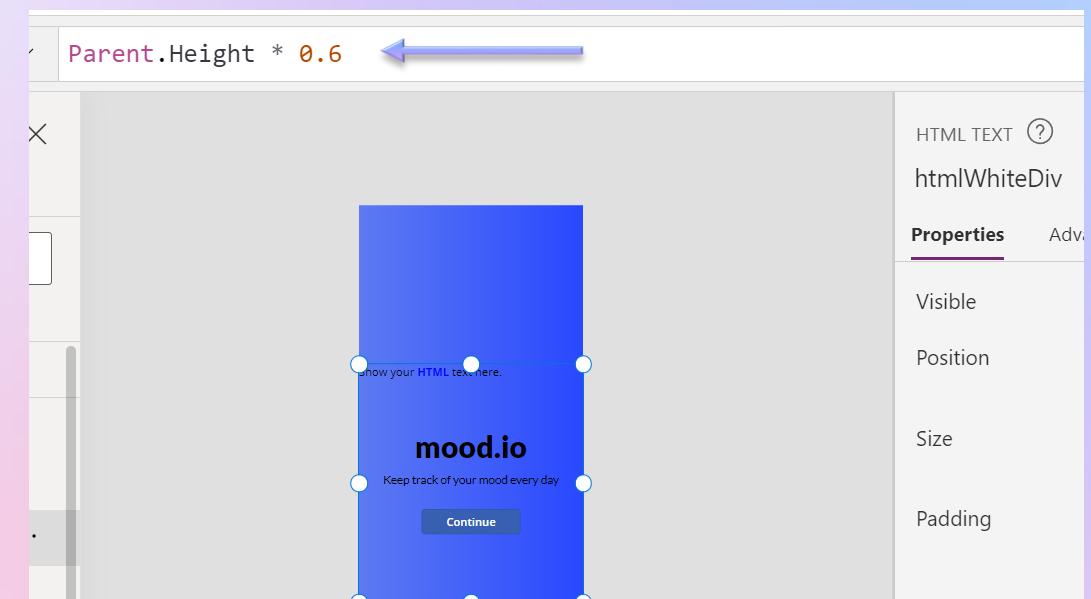
Now, let's remove the padding again from 5px to 0px.



kristinekobdzyska

Part 1: Home screen

Now, let's also make this control responsive in width and height. For the width of the HTML control, please set **Parent.Width**. For the height, we want it to cover around 60% of the screen - **Parent.Height * 0.6**. Please move it to the bottom of the screen.

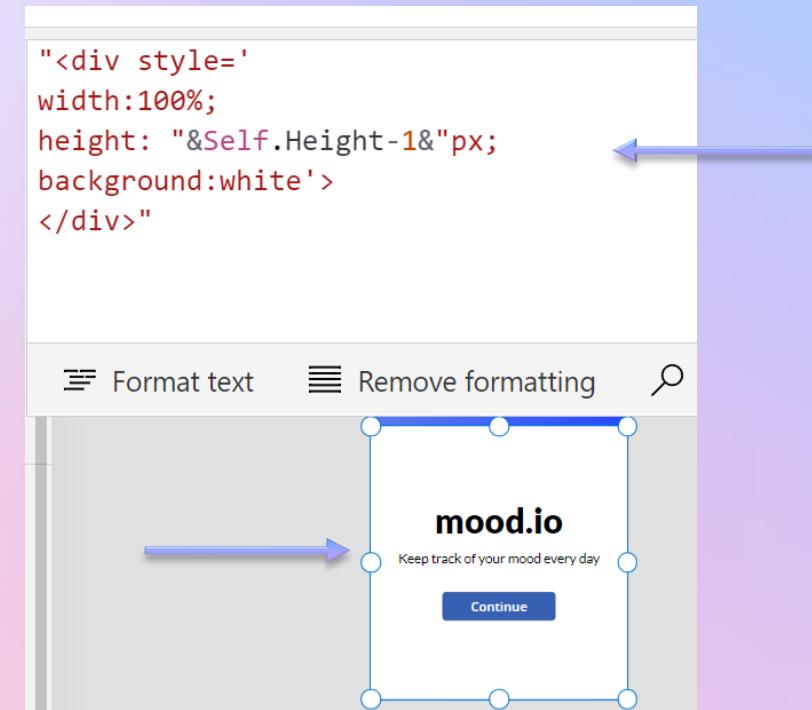


Kristine Kotodzyska

Part 1: Home screen

Now, let's add some basic styling – width, height and background.

```
"<div style='  
width:100%;  
height: "&Self.Height-1&"px;  
background:white'  
>  
</div>"
```

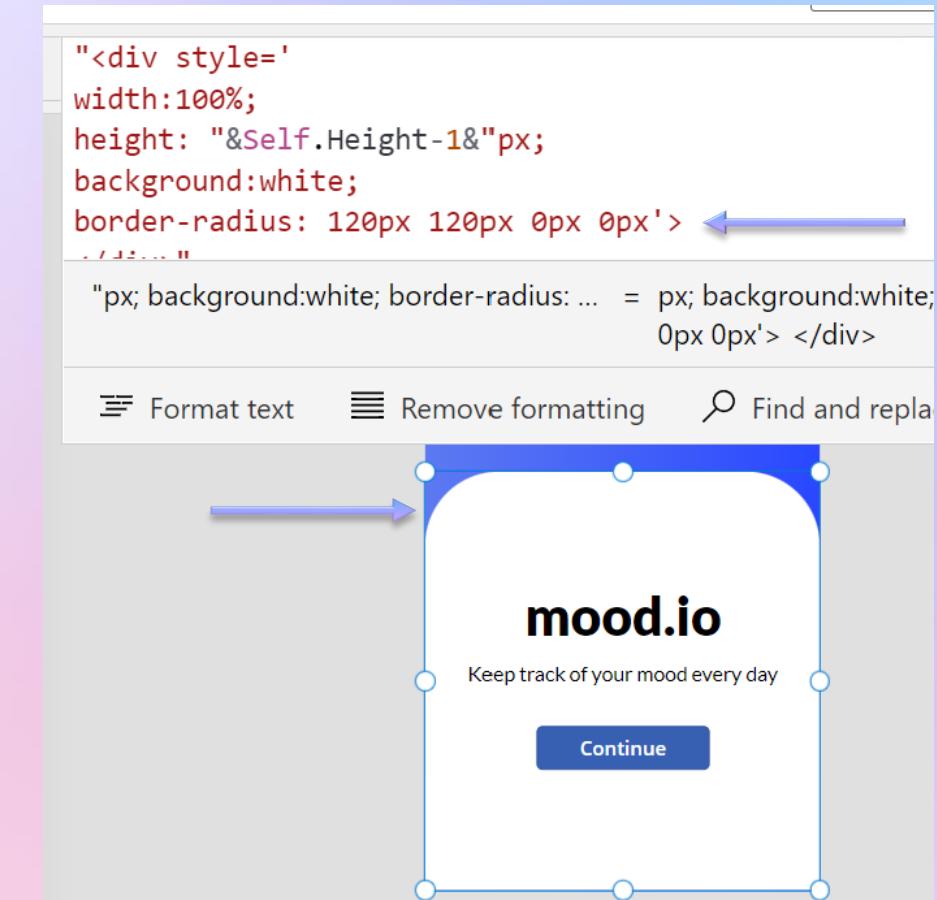
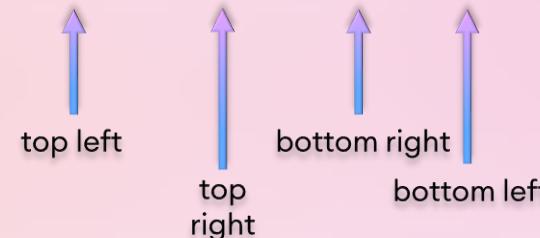


Kristine Kotodzyska

Part 1: Home screen

Now, the border-radius. We want the top left and top right corners to be rounded, and the bottom corners to be square. To achieve this, we can just use border-radius. Although we can specify each border radius by using individual properties ('border-top-right-radius', 'border-bottom-right-radius' etc), we can simplify this by using border-radius and specifying the corners in one line.

border-radius: 120px 120px 0px 0px;

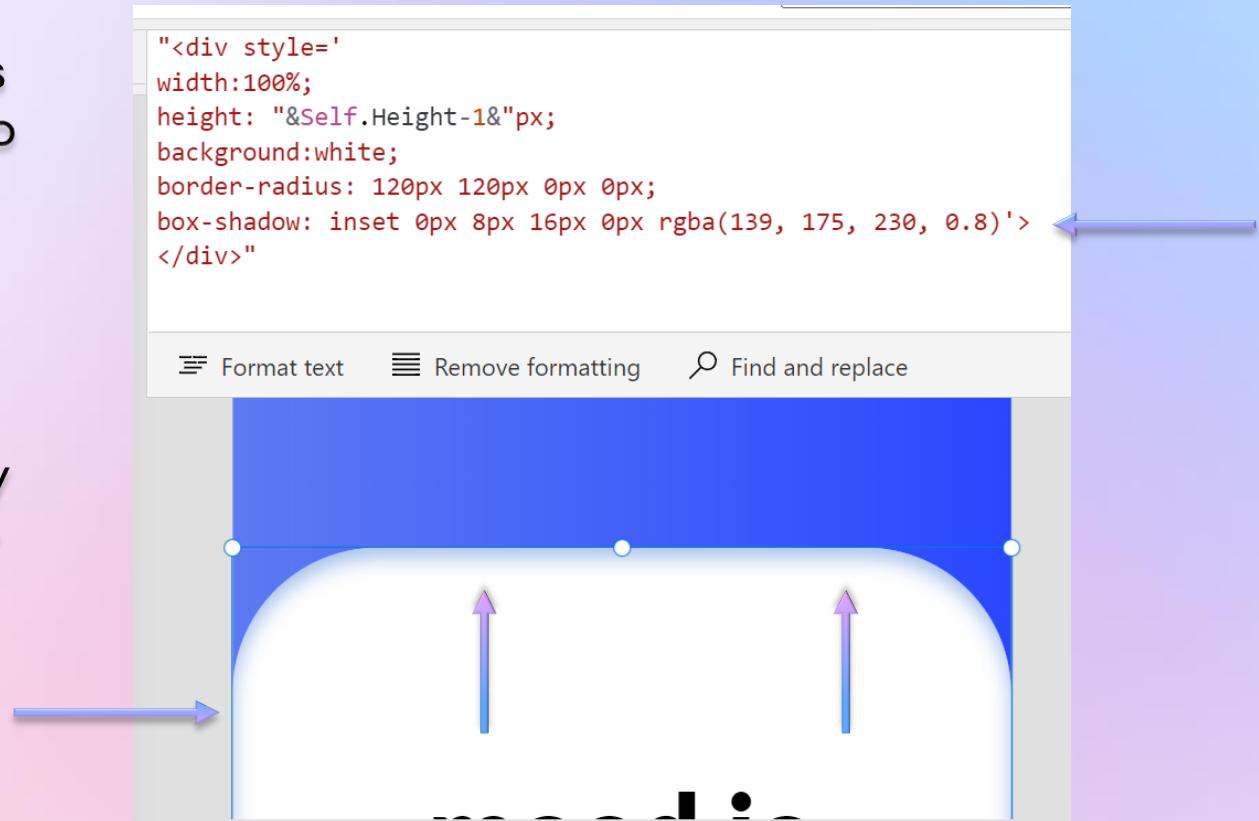


krystynekobzorgski

Part 1: Home screen

And now, the #1 property that changes everything – **box-shadow**. We have two types of shadows – inset and drop-shadows. In the application we are building today, we are using inset shadows to create a ‘fluffy’ like effect. As the background is dark, there is no need to add any drop-shadows as they won’t be visible, and can also look out-of-place.

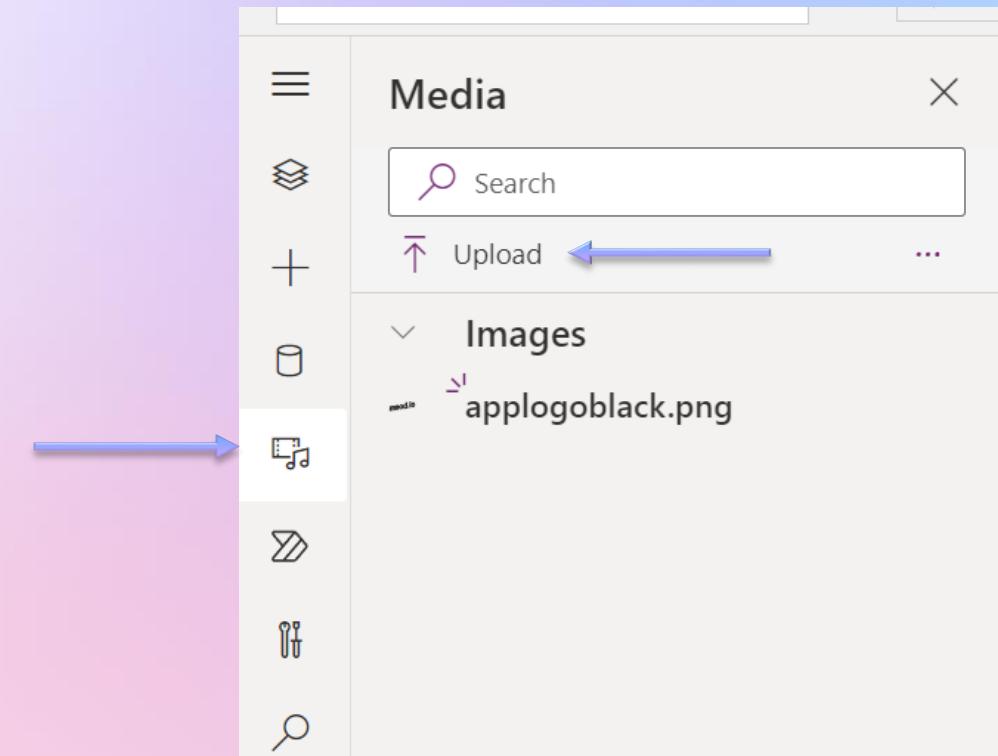
**box-shadow: inset 0px 8px 16px 0px
rgba(139, 175, 230, 0.8)**



kristinekobzorgska

Part 1: Home screen

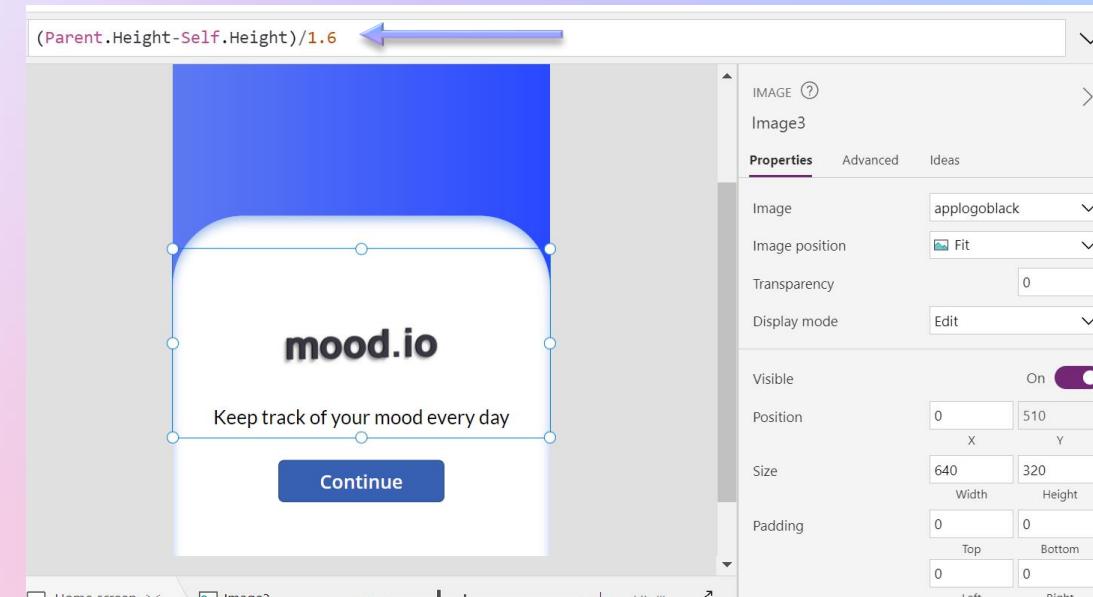
White div is done! Now let's add the logo. The black logo is a small .png file. There's no need for it to be an SVG as we will not be animating it. In your lab files, you'll find a file called '**applogoblack**'. Please upload it to your app.



Kristine Kotodzyska

Part 1: Home screen

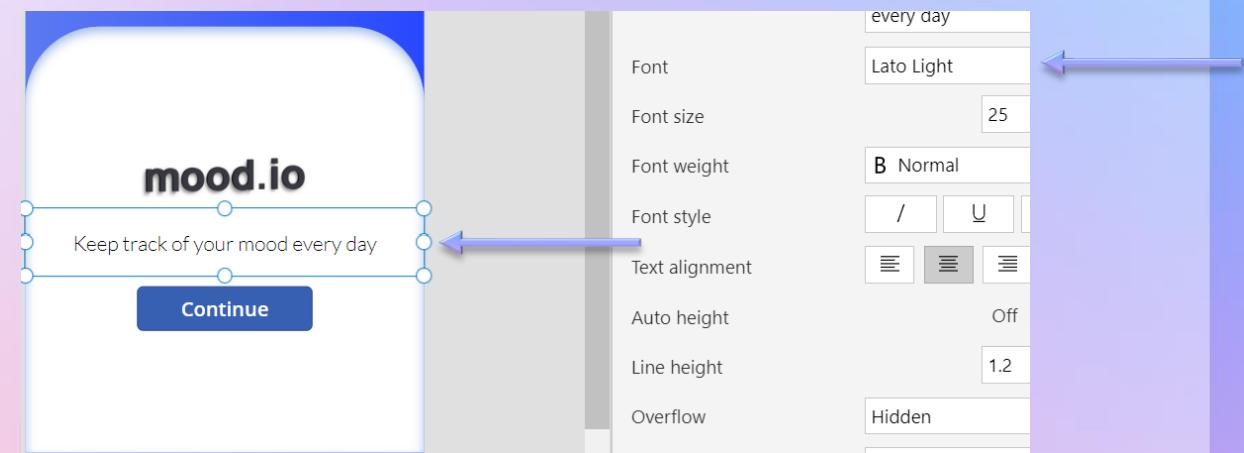
Now please remove the text label (**Label1_2**), and add the image logo to the screen. Please set the width of the logo to **Parent.Width**. For the height, please set it to **320px**. You can drag the logo down manually wherever you see fit – the exact **Y** value of the one in the demo app is **510px** (**Parent.Height – Self.Height)/1.6**.



Kristine Kobayashi

Part 1: Home screen

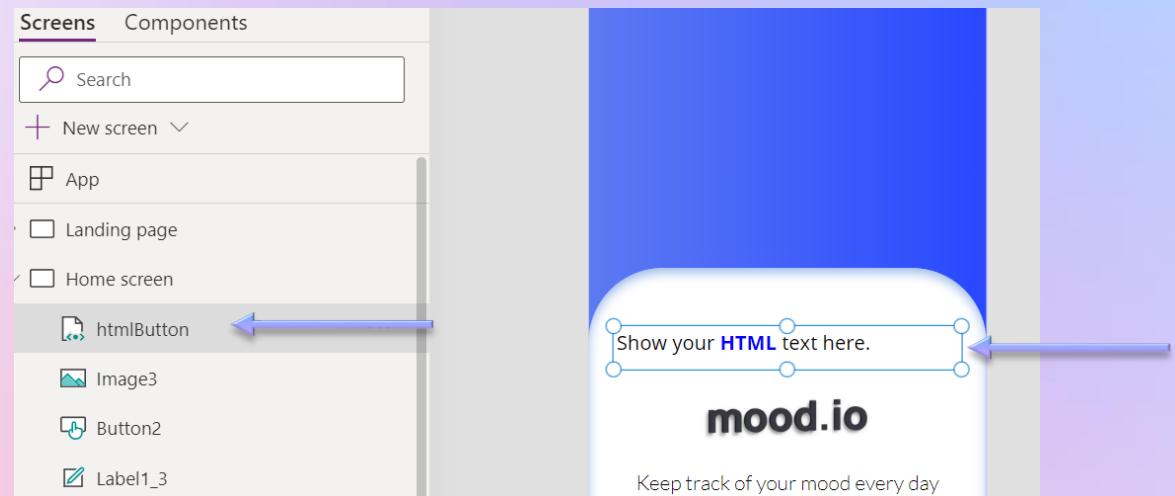
Optional: for the ‘Keep track of your mood every day’ (Label1_3), you can change the font to **Lato Light**. The font size is set to 25px and it’s a short sentence and so it is acceptable to use a lighter font in this case.



krystyna kłobucka

Part 1: Home screen

Let's have a look at the 'Continue' button. It consists of two elements – an out-of-the-box button, and a HTML control layered underneath to create the shadow as well as the gradient (same gradient as background). Let's add a HTML control, and rename it to **htmlButton**. Please remove the 5px padding as we've done previously.

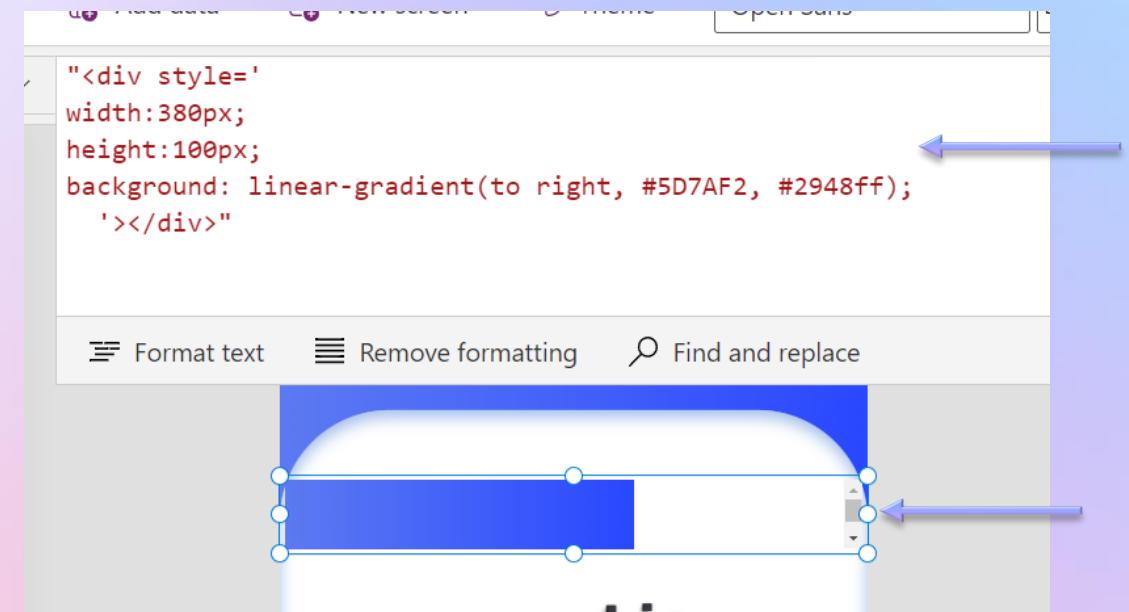


Kristine Kotodzyska

Part 1: Home screen

Now, let's add some styling. Let's set the height to 100px and the width at 60%. For the fill, we are using the same gradient as the background (linear-gradient(to right, #5D7AF2, #2948ff)).

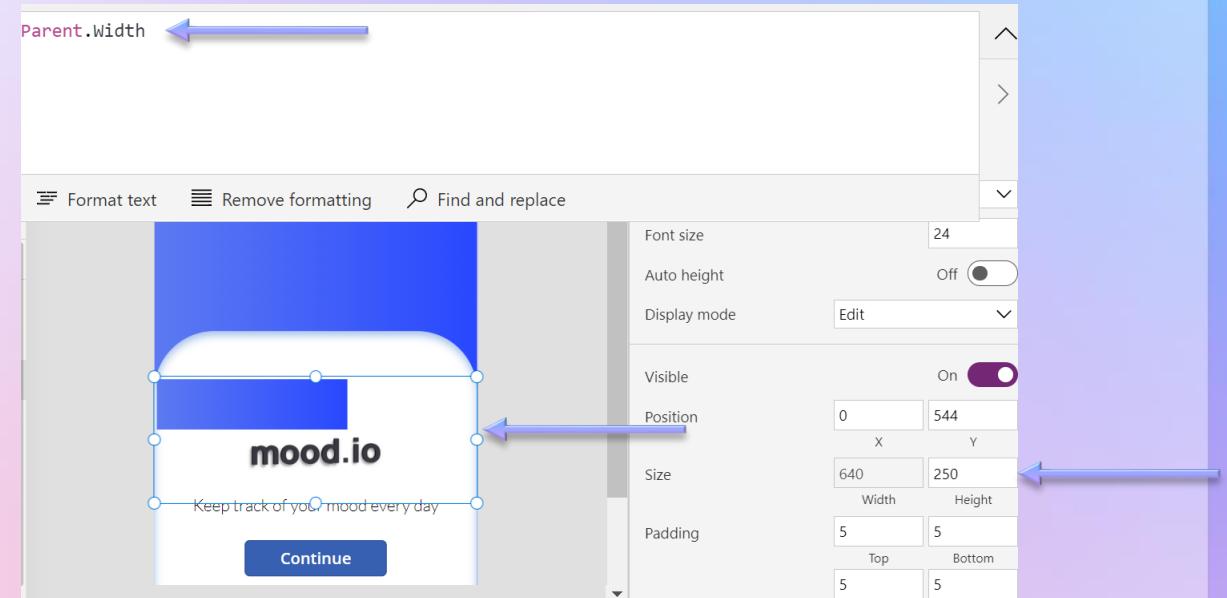
```
"<div style='  
width:380px;  
height:100px;  
background: linear-gradient(to right,  
#5D7AF2, #2948ff);  
div>  
</div>"
```



Kristine Kotodzyska

Part 1: Home screen

You'll notice that the HTML control is 'squashed' and has a scroll bar. Please increase the height of the actual **Height** property to **250px** and the width **to Parent.Width**.

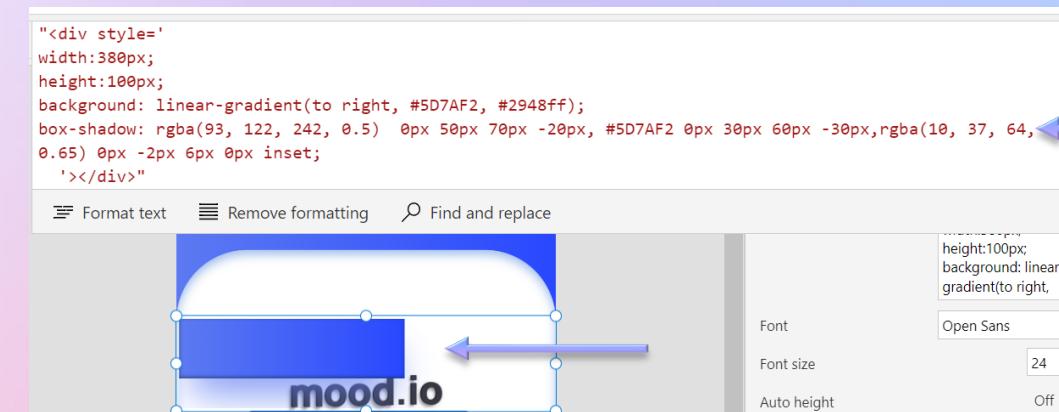


Kristine Kotodzyska

Part 1: Home screen

Now, let's add some additional properties. Firstly, the box-shadow. Our button has a combination of inner shadow and outer shadow to add depth.

**box-shadow: rgba(93, 122, 242, 0.5)
0px 50px 70px -20px, #5D7AF2 0px
30px 60px -30px,rgba(10, 37, 64, 0.65)
0px -2px 6px 0px inset;**

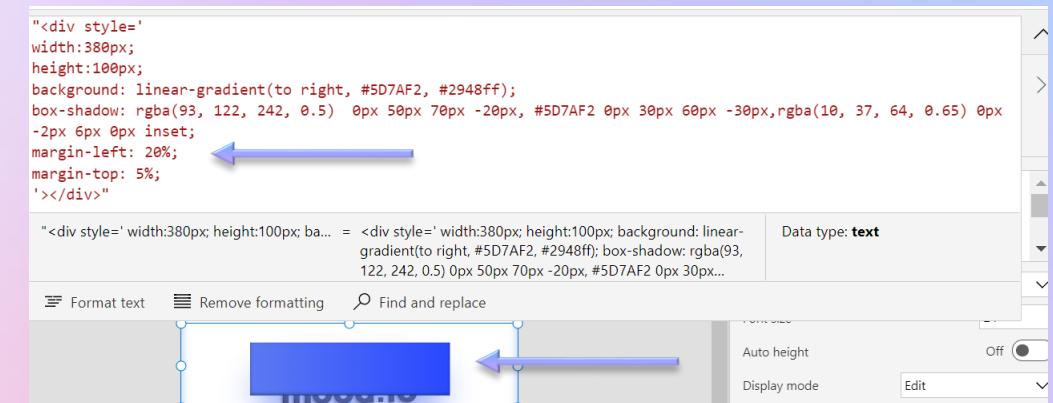


krystynekobzorgski

Part 1: Home screen

Let's move the button off the left and top borders. To do this, we will use margin-left and margin-top. You'll notice that the button isn't vertically centred – this is on purpose. The box shadow is spread out, and we don't want to have a line cutting off the shadow which makes it look 'off'.

margin-left: 20%;
margin-top: 5%;

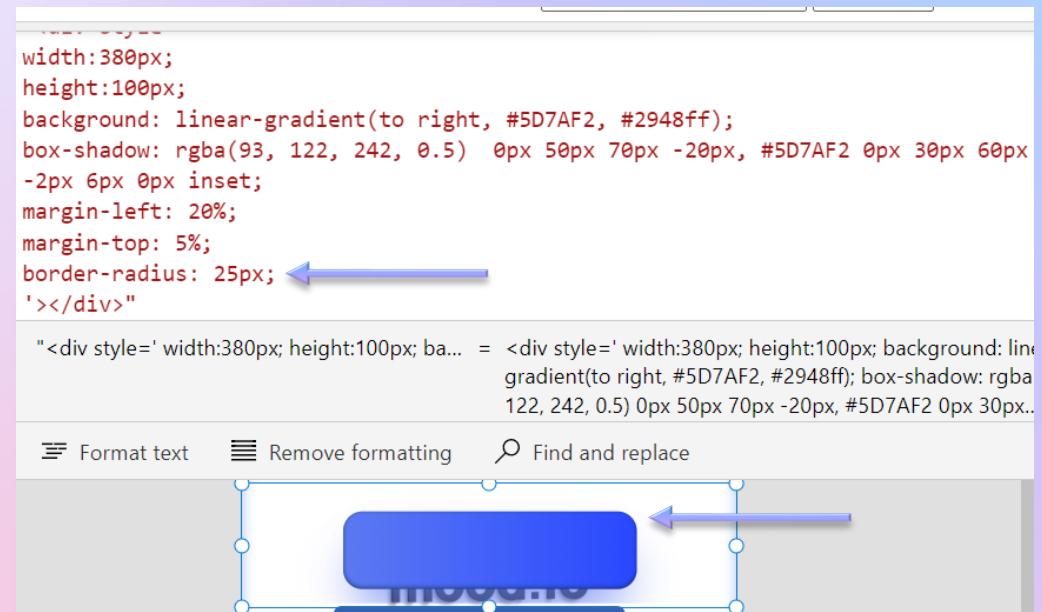


Kristine Kotodzyska

Part 1: Home screen

And lastly – the border radius. We want the corners to be slightly rounded so we will go for 25px across all 4 edges.

border-radius: 25px;

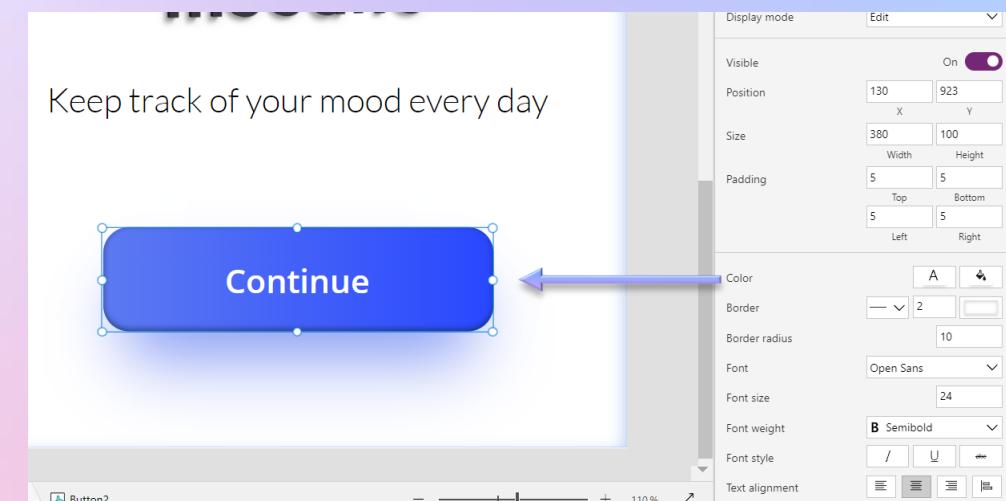


krystynekobzorgski

Part 1: Home screen

Now, we will need to layer the out-of-the-box button on top of it. Firstly, please change the **width** property of **Button2** to **380px**, and the **height** to **100px**.

Unfortunately, linking the button's X & Y to the HTML control's X & Y won't work as we have padding and relative values within the `<div>` element. You'll need to drag it over to the button manually – if you're following the exact steps, you can set X to 130px and Y to 923px and this will place it perfectly over the HTML control.



Kristine Kotodzyska

Part 1: Home screen

Let's fix a couple of things with the button – the hover fill, borders, and the border radius. Please update the following:

HoverFill: RGBA(255,255,255,0.1)

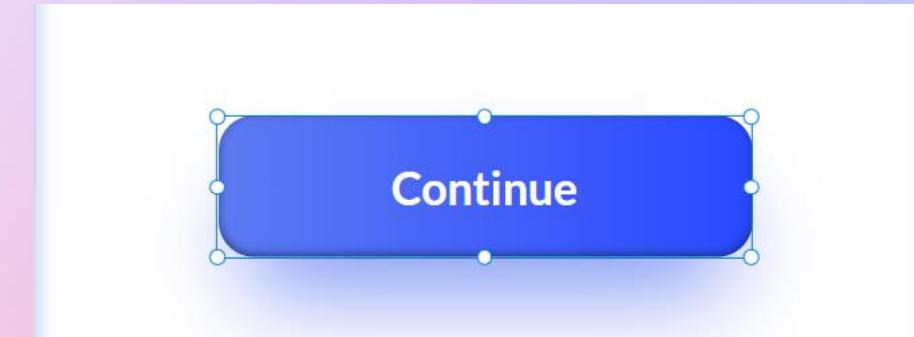
PressedFill:RGBA(255,255,255,0.2)

PressedColor: RGBA(255,255,255,1)

BorderRadius: 25px

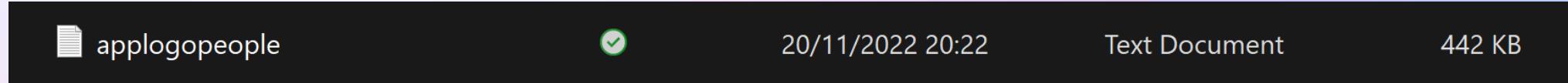
BorderThickness: 0px

Font: Lato



krystynekobzorgski

Part 1: Home screen

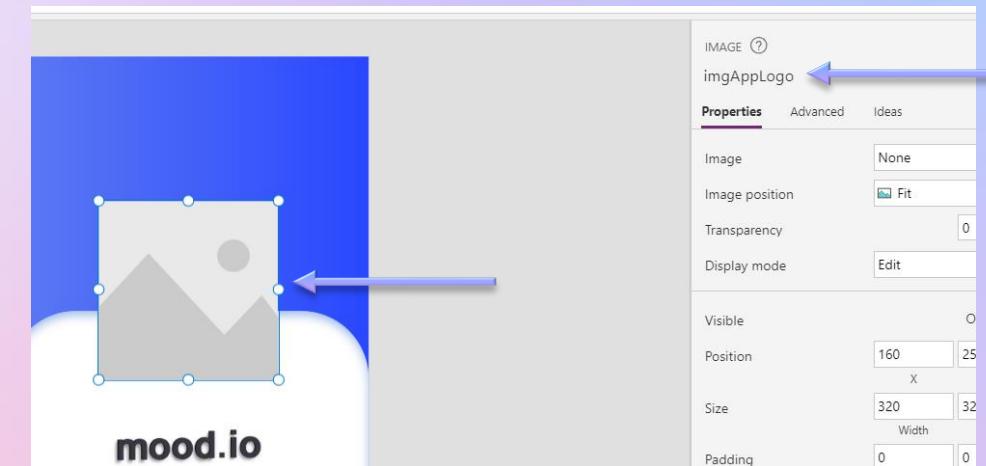


And lastly – the 3d illustration which is our main application logo. For this purpose, we will use an SVG pre-generated in Figma. In your lab files, you'll find a text file called '**applogopeople**'. Open this file using notepad, VS Code or any other text editor.

Kristine Kotodzyska

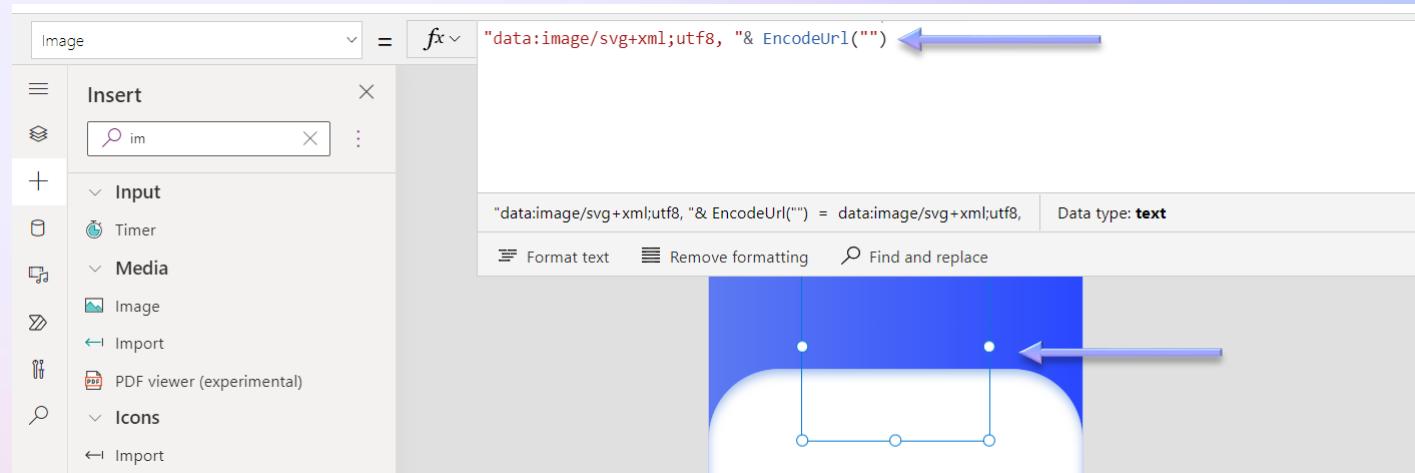
Part 1: Home screen

Now, let's add an image control to our application and rename it to '**imgAppLogo**'.



Kristine Kotodzyska

Part 1: Home screen



You'll remember from our **SVG** module earlier today, that to add an **SVG** within Power Apps, we have to use a specific formula to encode it. Please add it to the **Image** property.

"data:image/svg+xml;utf8, "& EncodeUrl("SVG code goes here ")

Kristine Kotodzyska

Part 1: Home screen

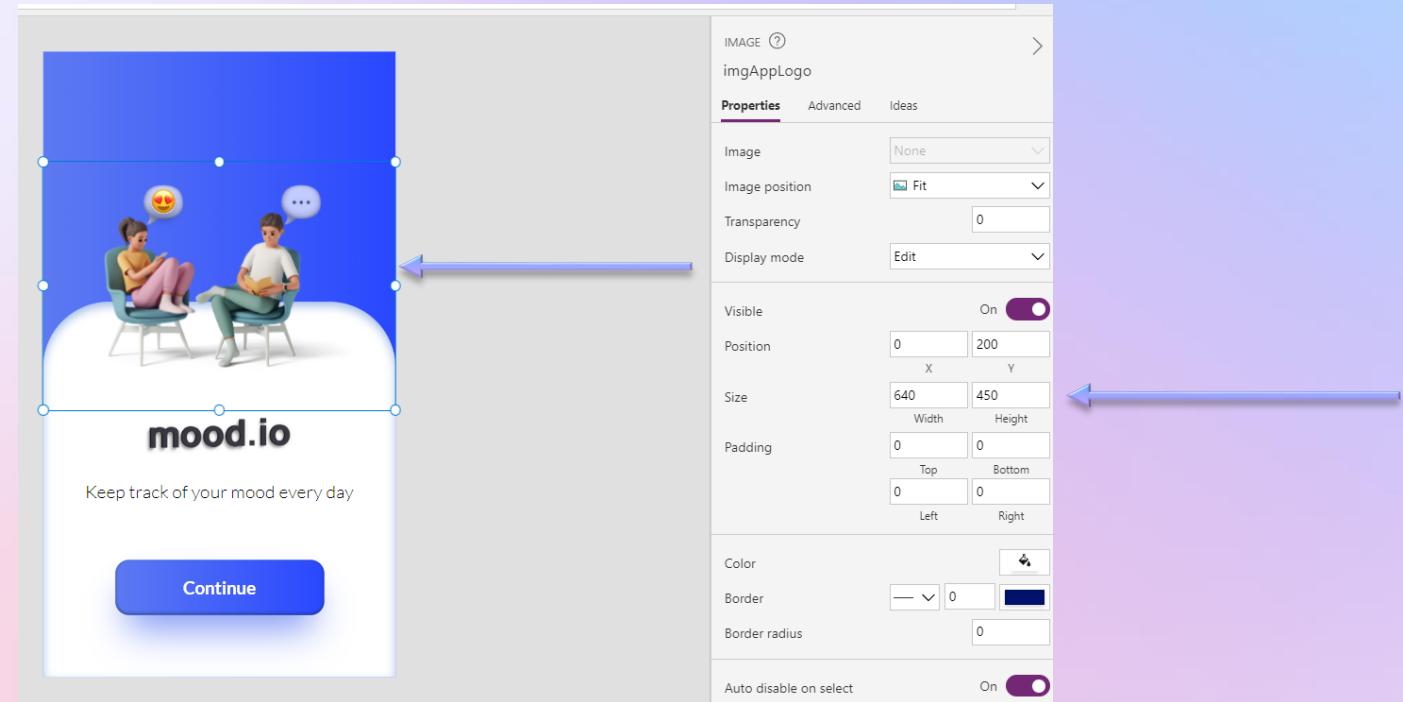


Now, let's go back to the text file ('**applogopeople**') and copy everything. You can press CTRL + A on your keyboard to select everything, then CTRL + C to copy to your clipboard. Then navigate to your application, and paste the text **between the double quotes within the parenthesis**. You should then see the logo appear!

Kristine Kotodzyska

Part 1: Home screen

And lastly – let's position the image. Set the **Width** of the property to **Parent.Width**, and **Height** to **450px**. Then change the X property to **200px**.



Kristine Kotodzyska

Part 1: Home screen

Part 1 is complete! **WELL DONE** 🎉

I know what you might be thinking.. that was a LOT of work?! Well I'm here with some good news – majority of what we will be doing in the next modules, is pretty much copy & paste with some small adjustments!

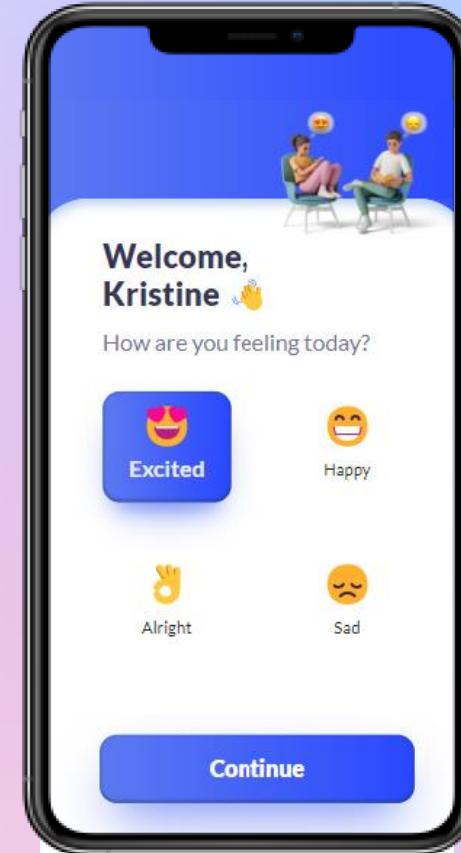
In real life scenarios, you'd also make these components, or even component libraries – and save a **huge amount of time!**



krystynekobzorgski

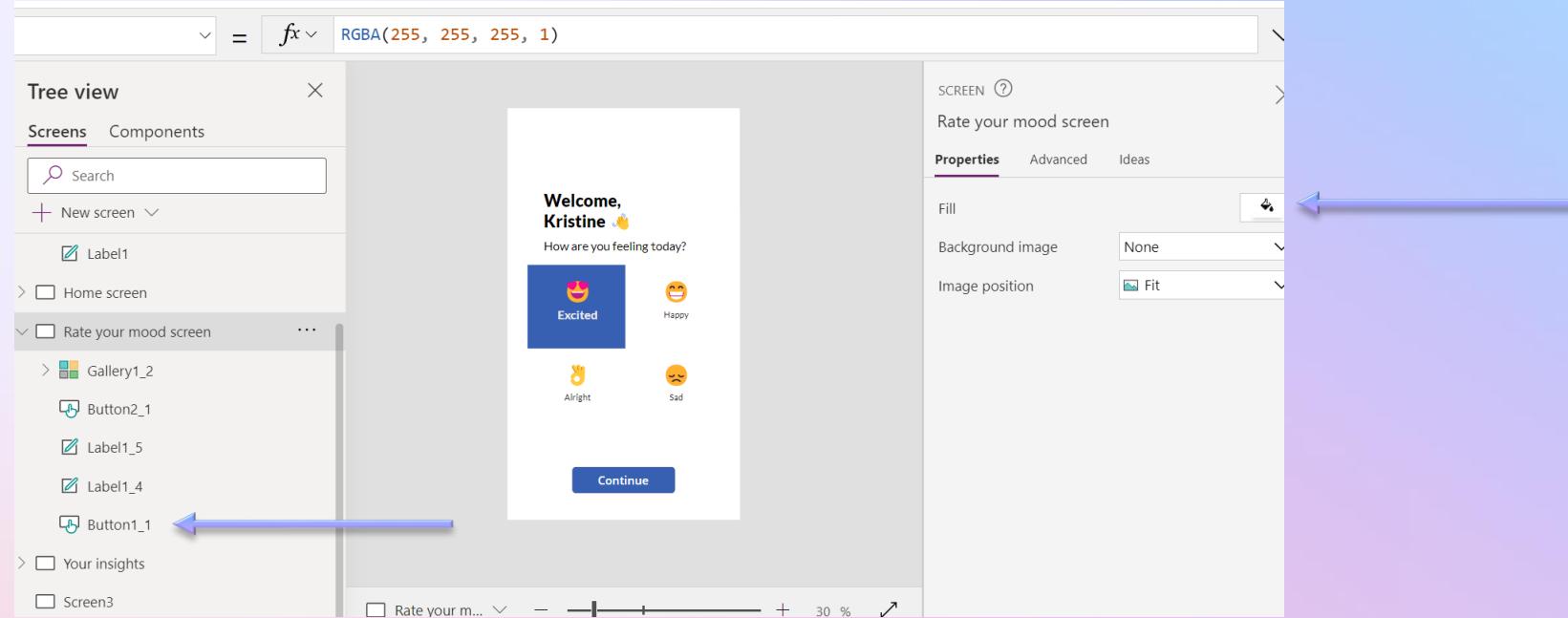
Part 2: Mood rating screen

In **part 2**, we will build this simple mood rating screen. Most of what you can see here will be copy and paste because you've done **MOST** of the work already!



kristine kohodzyska

Part 2: Mood rating screen



Firstly, let's get the background sorted. Please change the background fill to **white** and remove **Button1_1** from your screen.

Kristine Kotodzyska

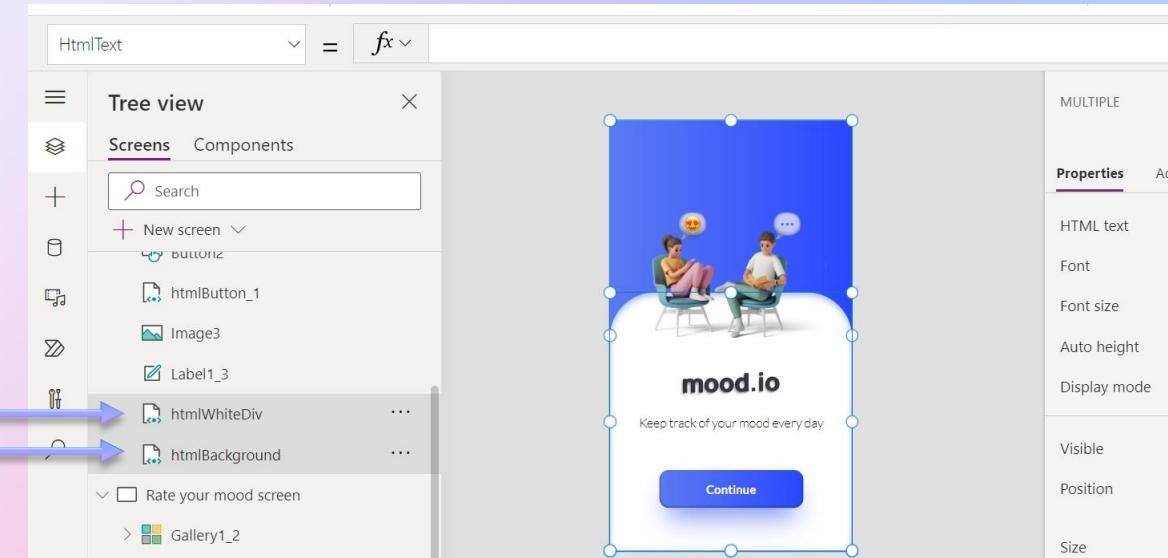
Part 2: Mood rating screen



Now, let's navigate to the previous screen we have just built (Home Screen)

Part 2: Mood rating screen

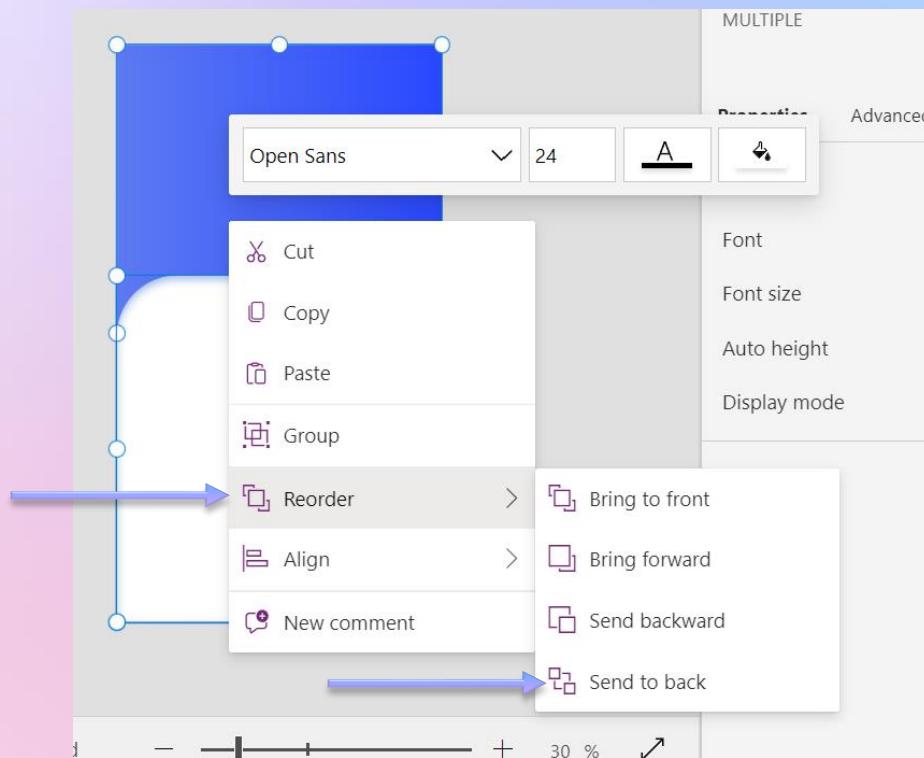
Please select both html controls – **htmlWhiteDiv** and **htmlBackground**, and press **CTRL + C** or right-click and press ‘Copy’ to copy them to your clipboard and then navigate back to the **Rate your mood screen**.



Kristine Kobayashi

Part 2: Mood rating screen

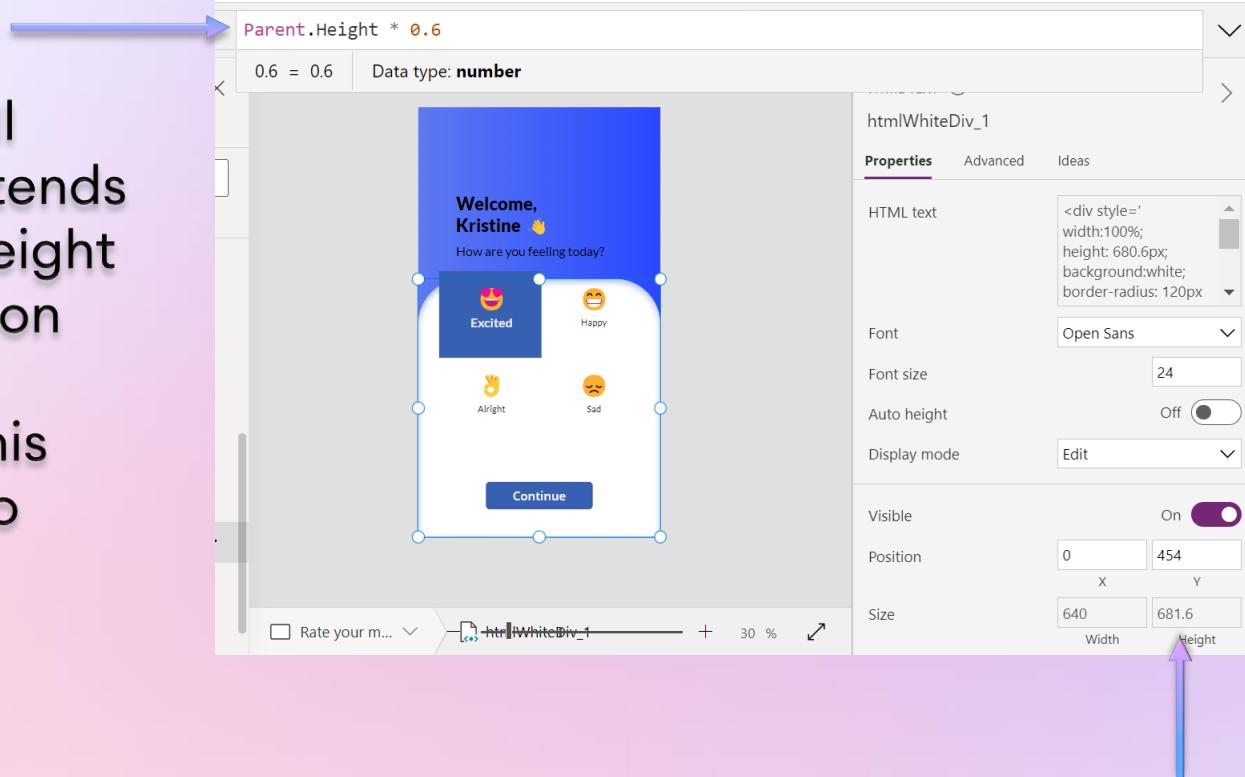
When you've pasted both controls onto the screen, they will be layered on top of the rest of the contents. Please right-click while both of them are selected, hover over **Reorder**, and then click on **'Send to back'**.



Kristine Kotodzyska

Part 2: Mood rating screen

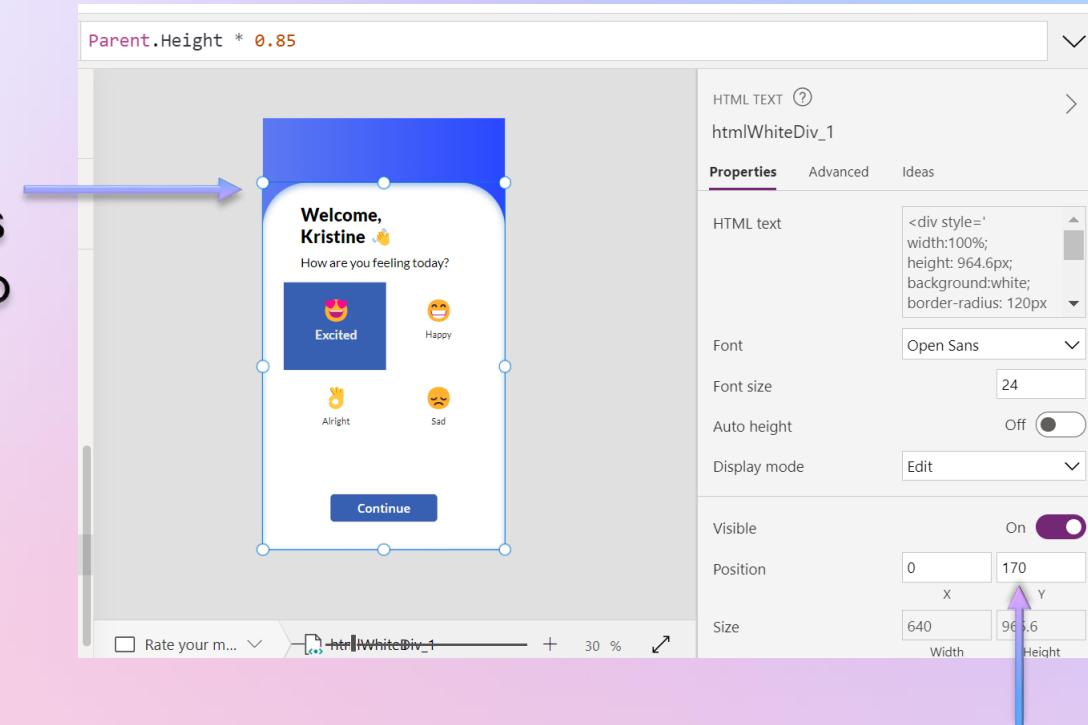
The height of the white control will need adjusting to make sure it extends to the welcome text. Select the Height property, and adjust the calculation from **Parent.Height * 0.6** to **Parent.Height * 0.85**. We made this control responsive so you can also manually adjust the height.



kristinekobzeyski

Part 2: Mood rating screen

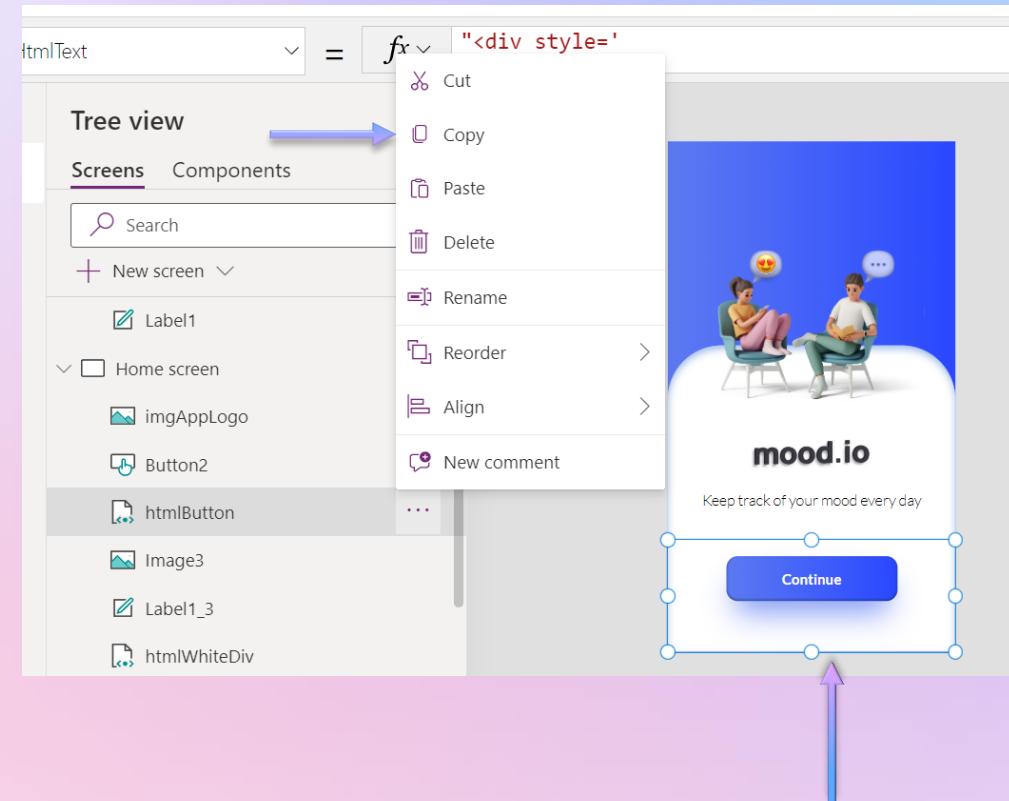
Once you've done that, the control has expanded to the bottom. You'll need to manually drag it upwards and it will automatically fit from the bottom of the screen, or adjust the Y axis to **170px**.



kristinekobdayski

Part 2: Mood rating screen

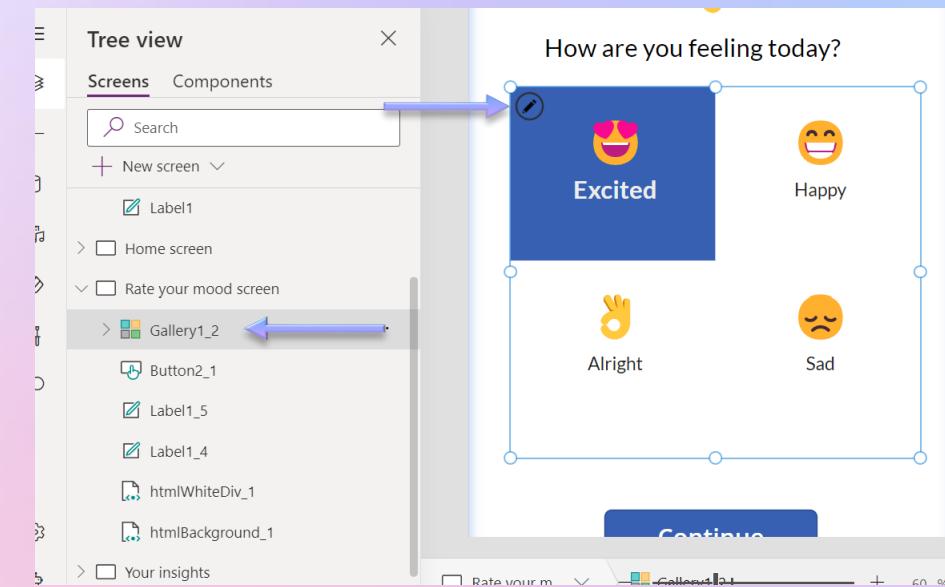
Let's look at the gallery. The only thing we need to do is – you guessed it right – add a HTML control! To save time, navigate back to the **Home Screen**, and copy **htmlButton** to your clipboard (**CTRL + C** or **right-click and press 'copy'**). Navigate back to the '**Rate your mood screen**'.



Kristine Kotodzyska

Part 2: Mood rating screen

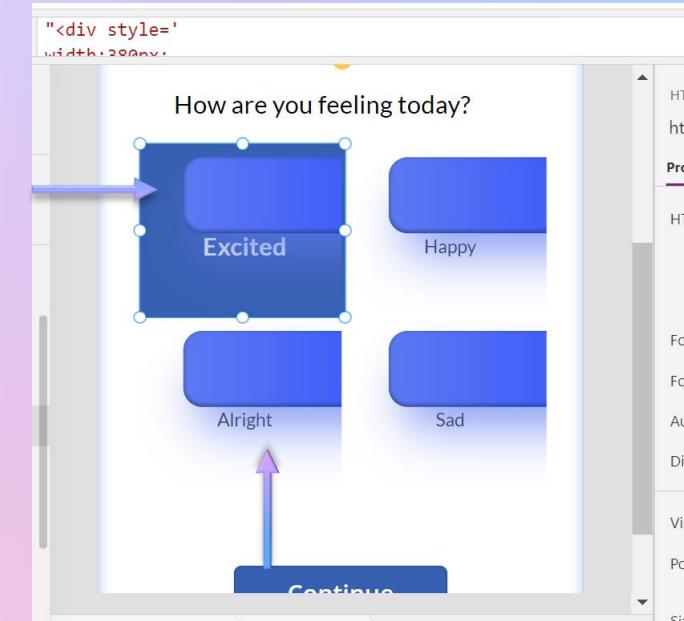
To paste it in the gallery, please select **Gallery1_2** from the pane on the left, and click on the black pencil to the top left of the Gallery.



Kristine Kotodzyska

Part 2: Mood rating screen

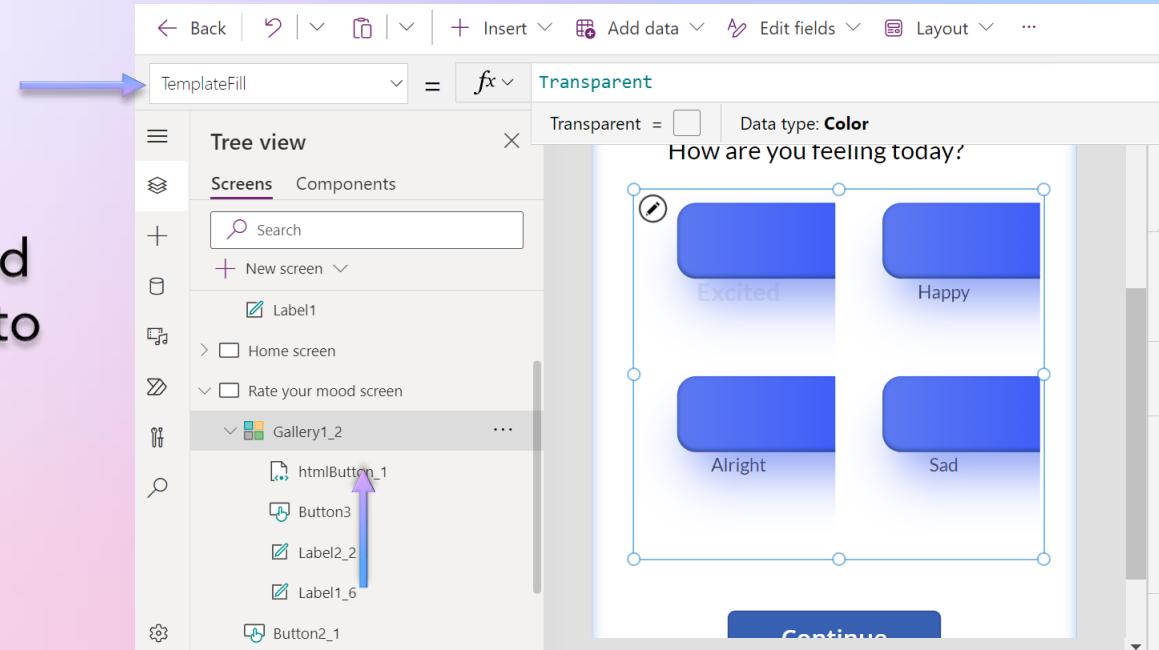
Press CTRL+V and this will add the HTML control to the gallery. It will look a bit off but don't worry – we will fix it shortly!



Kristine Kotodzyska

Part 2: Mood rating screen

Please select the Gallery again, and change the **TemplateFill** property to **Transparent**.

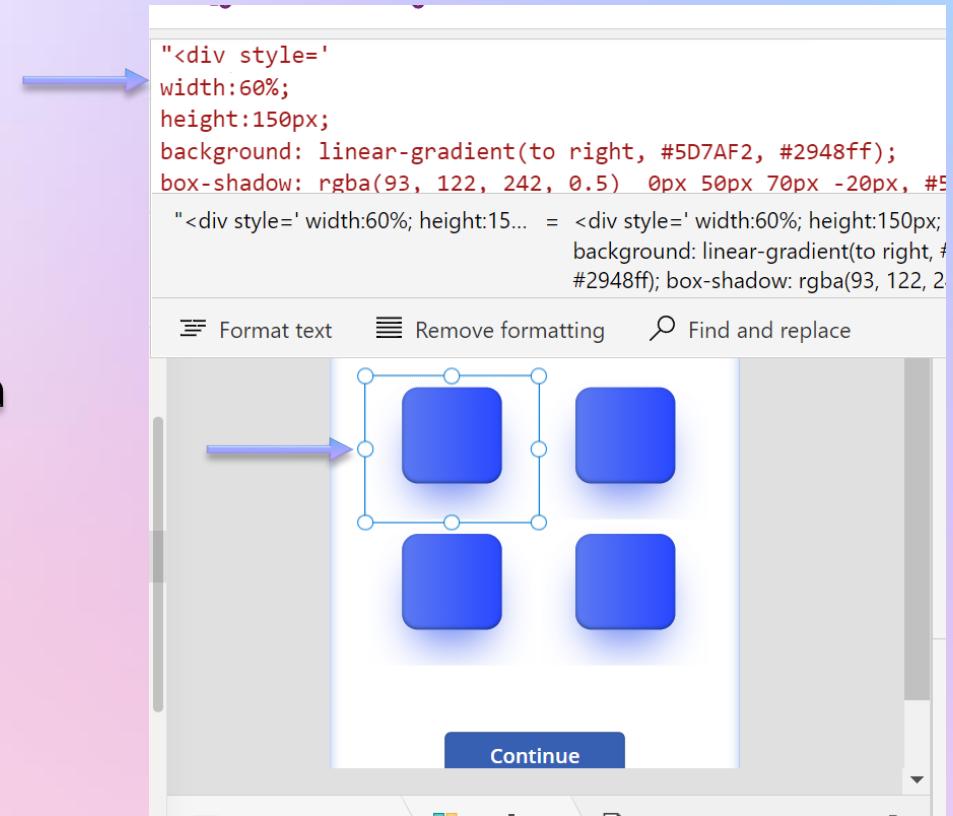


Kristine Kotodzyska

Part 2: Mood rating screen

Now, let's fix the HTML control in the Gallery. Please select **htmlButton_1**, and update the width and height **within the code**:

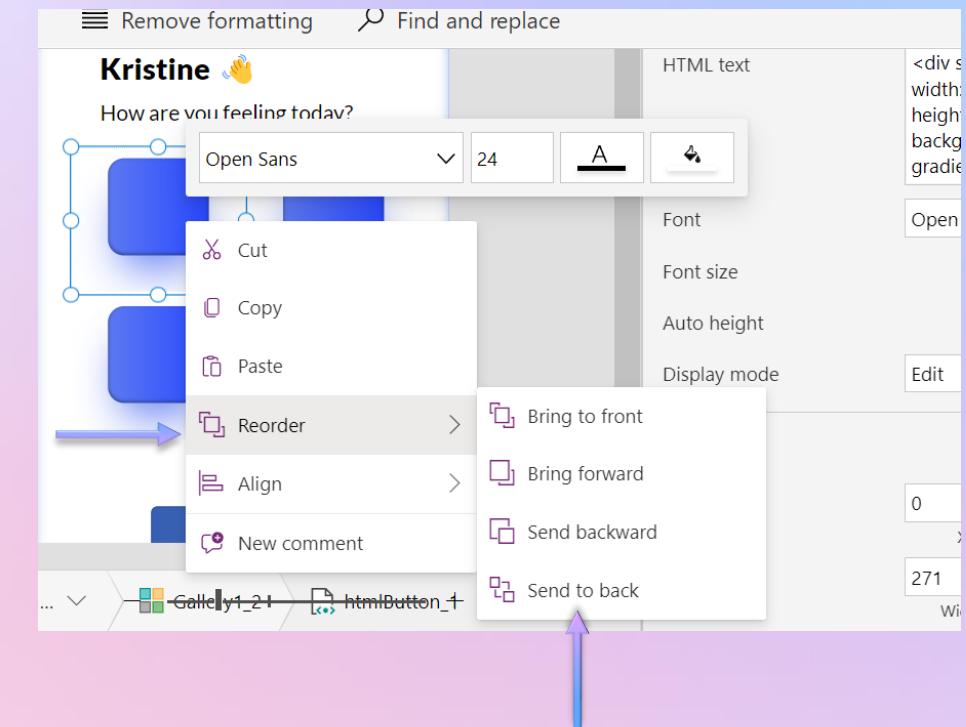
Width: 60%;
Height:160px;



Kristine Kotodzyska

Part 2: Mood rating screen

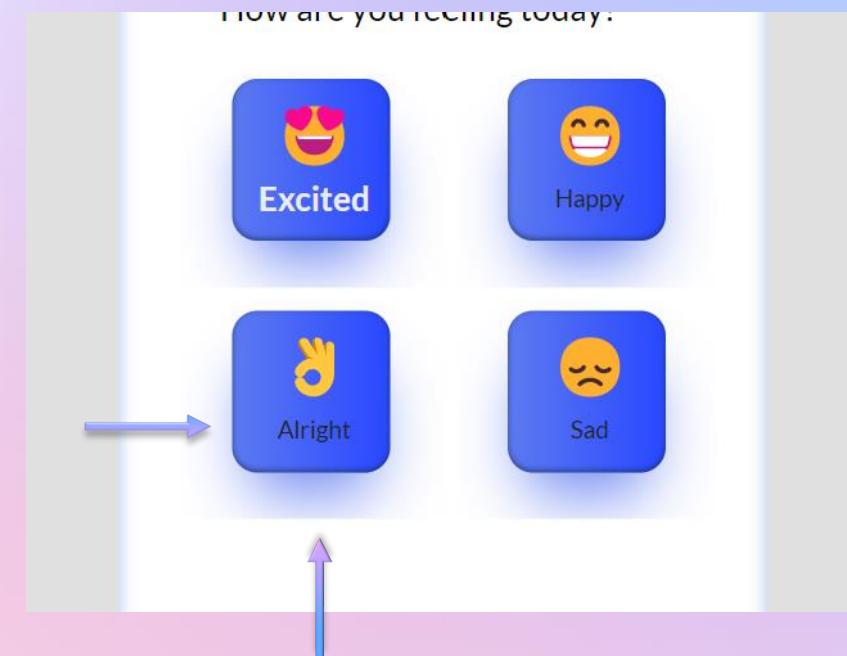
Now, let's send the HTML control from the top layer to the bottom layer. Please right click, hover over '**Reorder**', and then select '**Send to back**'.



kristinekobzeyku

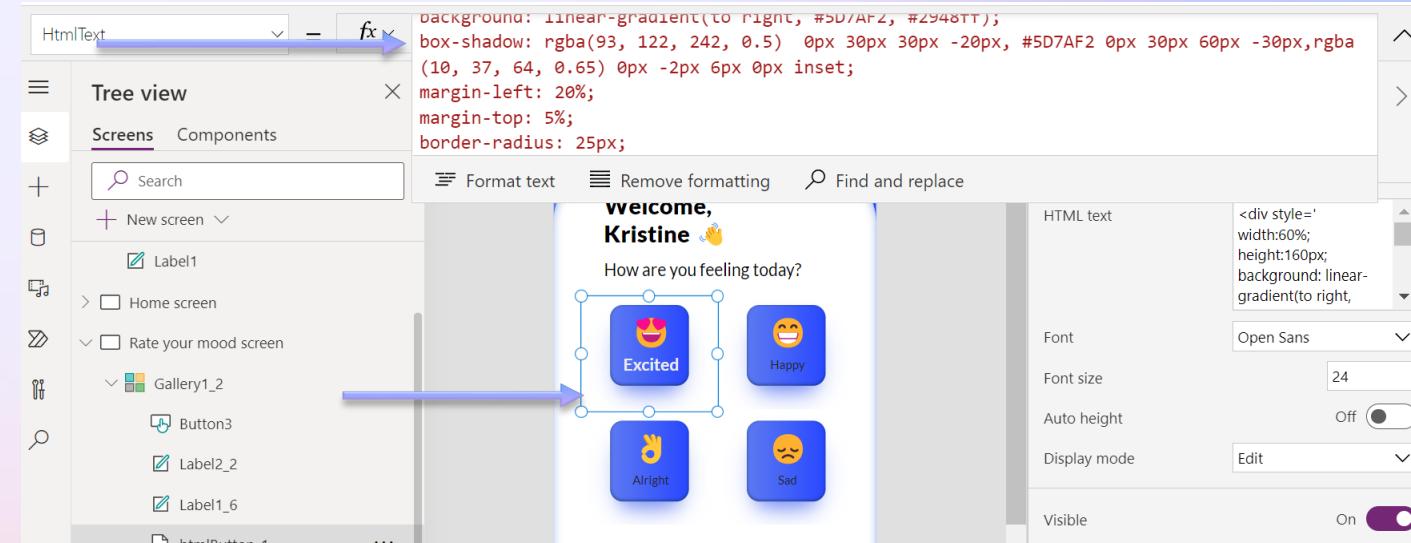
Part 2: Mood rating screen

You can now see that the box shadow is getting cut off – this is because of the spread of the shadow and not enough room within the template, it's also a little too overpowering for such a small button. To fix this, we will reduce the spread and adjust the offset of the shadow.



krystynekobzorgski

Part 2: Mood rating screen



Please select the HTML control again, and update the line of the code with the box shadow to:

box-shadow: rgba(93, 122, 242, 0.5) 0px 30px 30px -20px, #5D7AF2 0px 30px 60px -30px,rgba(10, 37, 64, 0.65) 0px -2px 6px 0px inset

Kristine Kotoryska

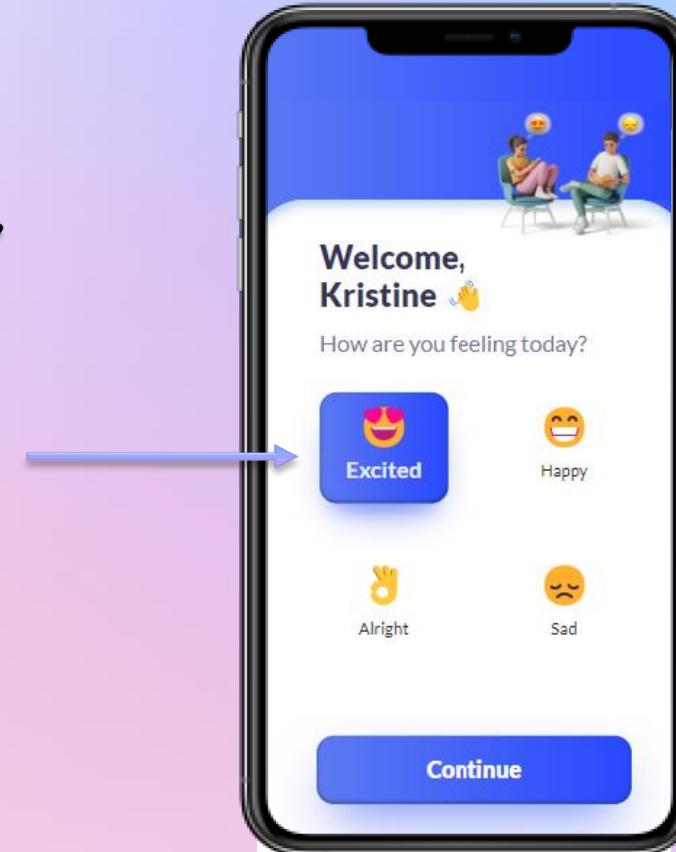
Part 2: Mood rating screen

Now, let's add conditional formatting – we only want the button to have blue background and box-shadow when we have selected it. To do this, we will use an If() statement. You'll remember from the lesson earlier that to add any functions within the code, we will need to use the following syntax –

“& our function goes here &”

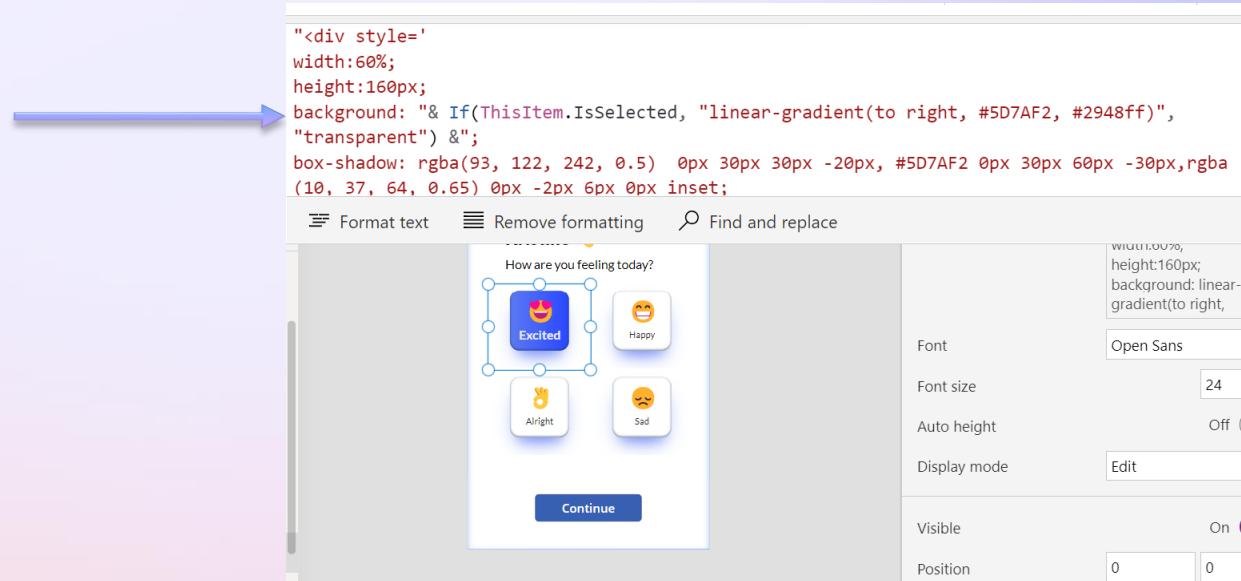
Example:

width: “& If(ThisItem.IsSelected, “60%”, “40%”)



Kristine Kotodzyska

Part 2: Mood rating screen

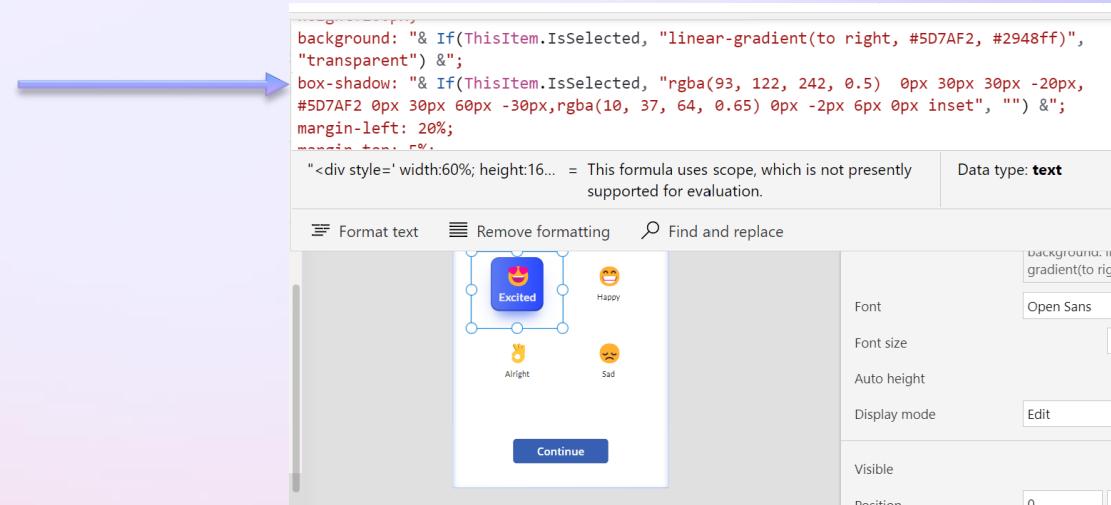


Firstly, let's update the code responsible for the gradient background:

background: "& If(ThisItem.IsSelected, "linear-gradient(to right, #5D7AF2, #2948ff)", "transparent") &";

Kristine Kobayashi

Part 2: Mood rating screen



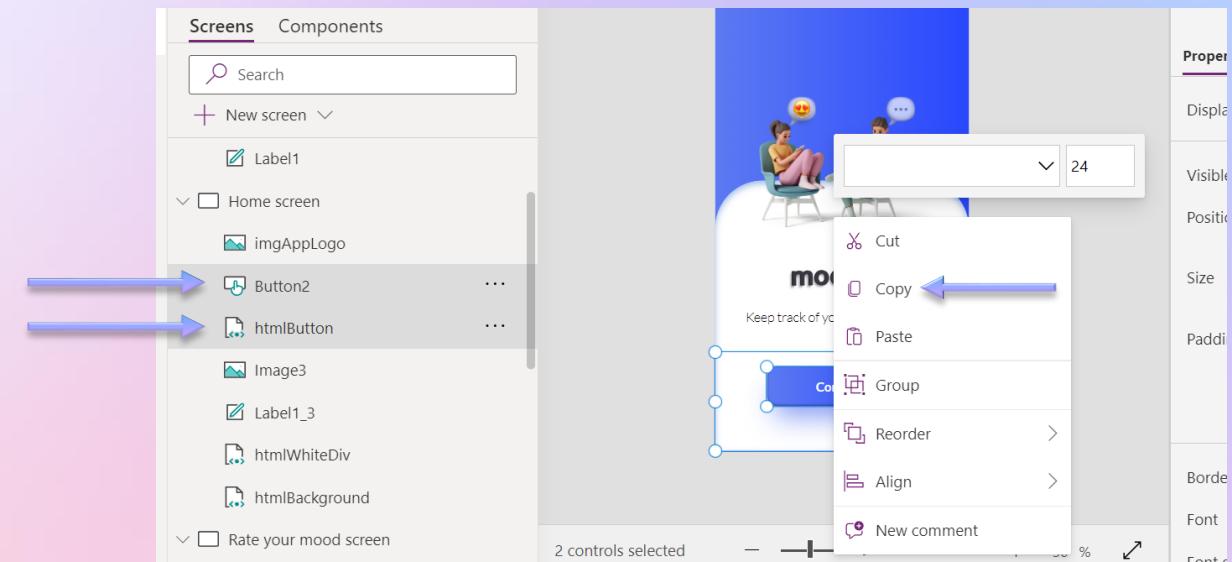
Although this looks much better already, the box shadow on the elements that haven't been selected is distracting and makes the UI look messy. Let's remove the box shadow on the remaining elements by using this snippet:

box-shadow: "& If(ThisItem.IsSelected, "rgba(93, 122, 242, 0.5) 0px 30px 30px -20px, #5D7AF2 0px 30px 60px -30px,rgba(10, 37, 64, 0.65) 0px -2px 6px 0px inset", "") &";

Kristine Kobayashi

Part 2: Mood rating screen

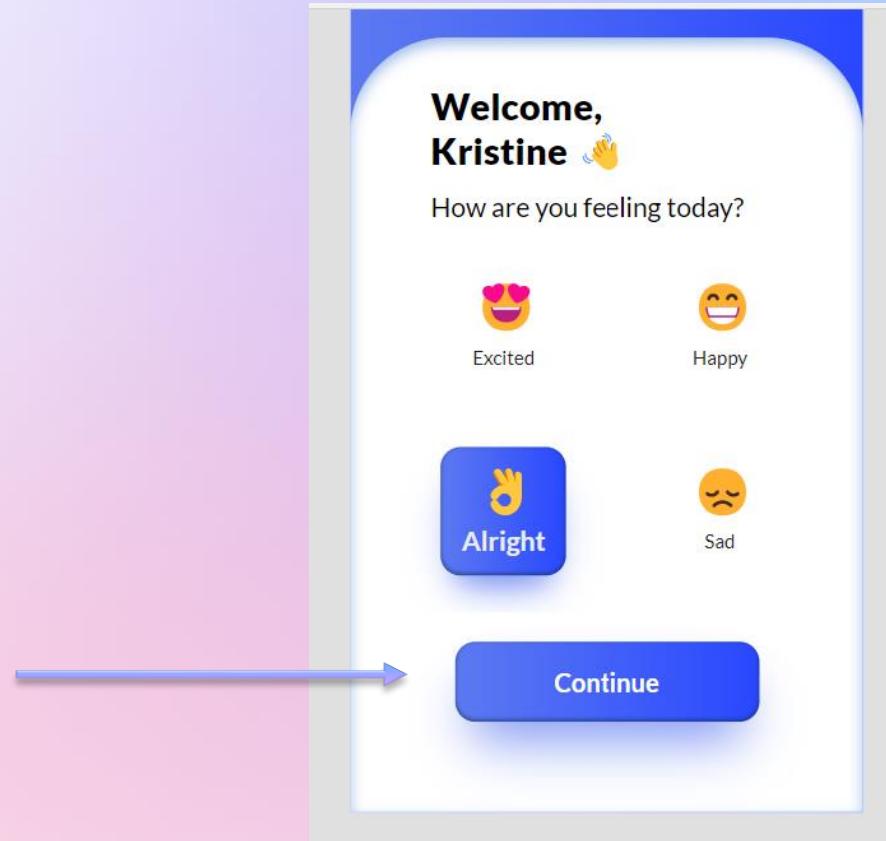
And lastly, let's fix the button up! We've already done all the work required, so let's copy and paste the button from the previous screen. Firstly, please delete **Button2_1** from your current screen. Please navigate to the '**Home Screen**', hold **CTRL** on your keyboard, and select both **Button2** and **htmlButton**, and then right-click and press '**Copy**' (or **CTRL + C** on your keyboard).



Kristine Kotodzyska

Part 2: Mood rating screen

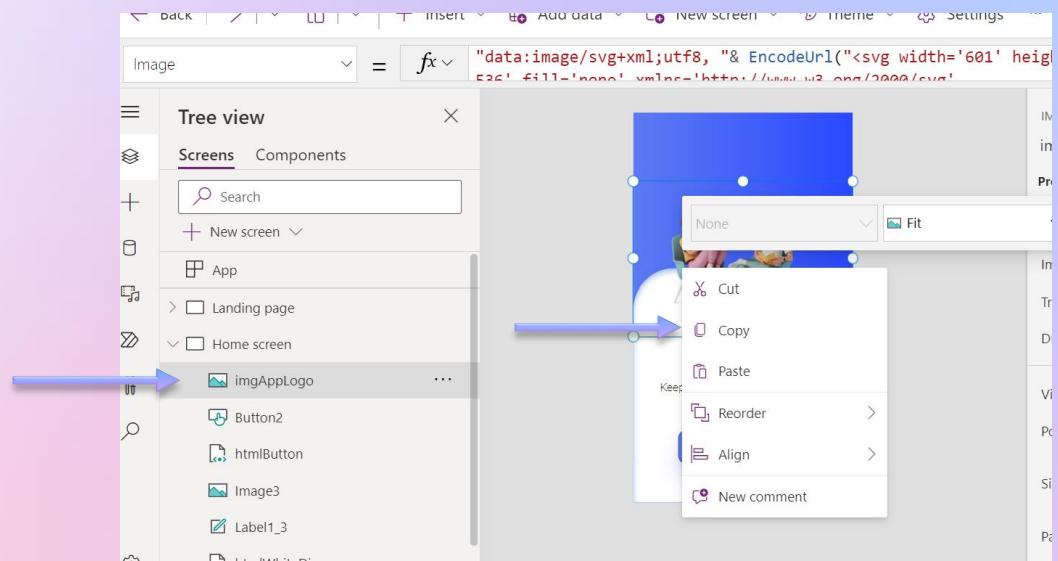
Now please navigate back to the '**Rate your mood screen**', right-click on the screen and press '**Paste**' (or **CTRL + V** on your **keyboard**). Voila!



kristinekotodzyska

Part 2: Mood rating screen

The last finishing touch is the application logo. Please navigate back to the '**Home Screen**', select **imgAppLogo**, right-click and select '**Copy**' (or **CTRL + C** on your keyboard).



Kristine Kobayashi

Part 2: Mood rating screen

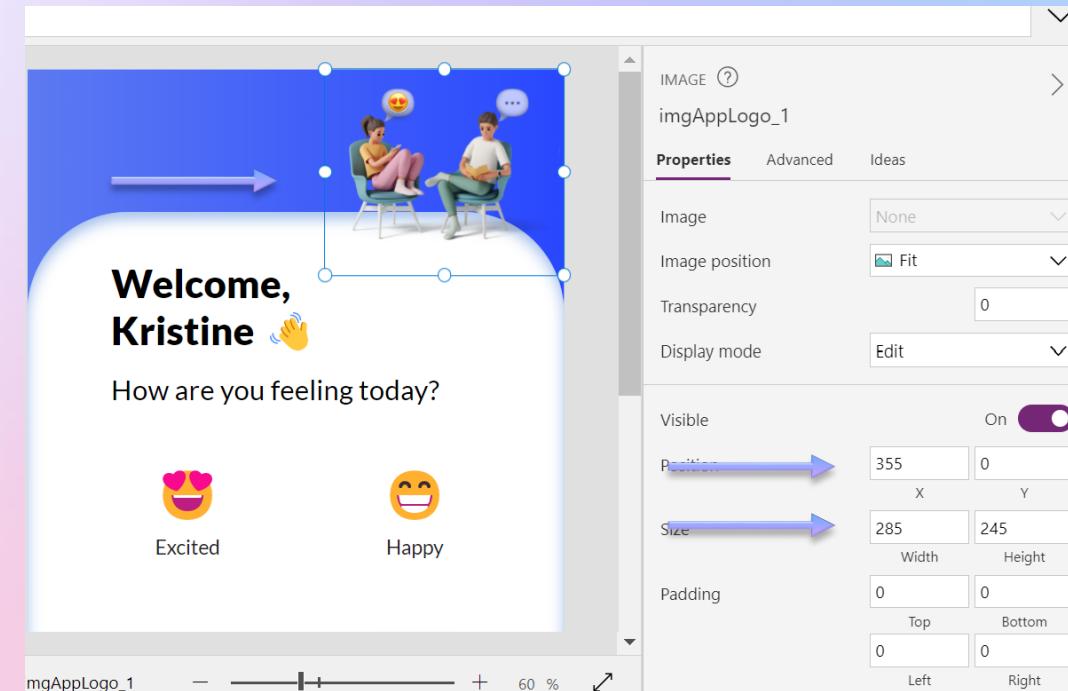
Navigate back to the '**Rate your mood screen**', right-click and click 'Paste' (or CTRL + V on your keyboard). Now let's fix up a few properties for the **imgAppLogo_1**:

Width: 285px

Height: 245px

X: 355px

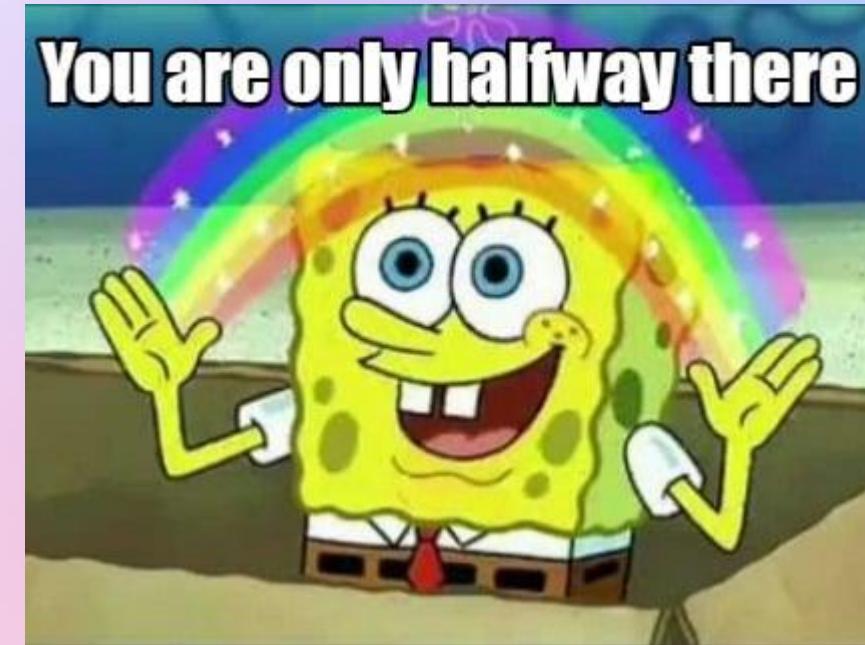
Y: 0px



kristinekobdaystv

Part 2: Mood rating screen

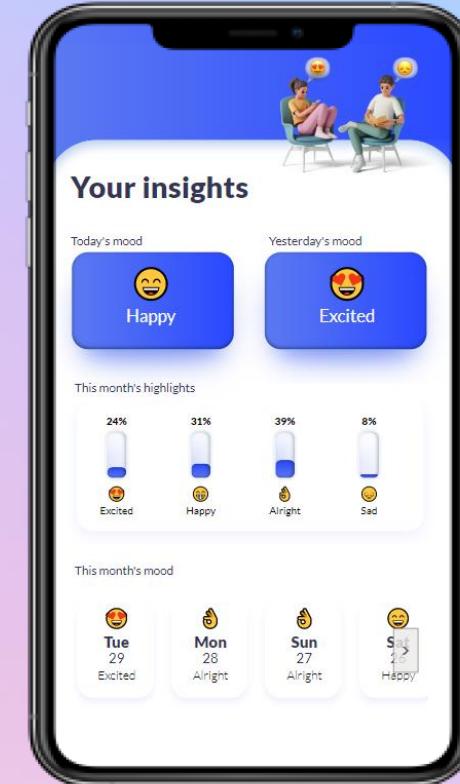
Screen 2 is now done! 🙌 Hopefully you'll agree that this one was much easier and quicker to do - even though, theoretically, there was more complexity here. The two best skills you can learn as a developer are Copy + Paste, and how to effectively use Google search. 😎



krystynekobzorgska

Part 3: Mood insights

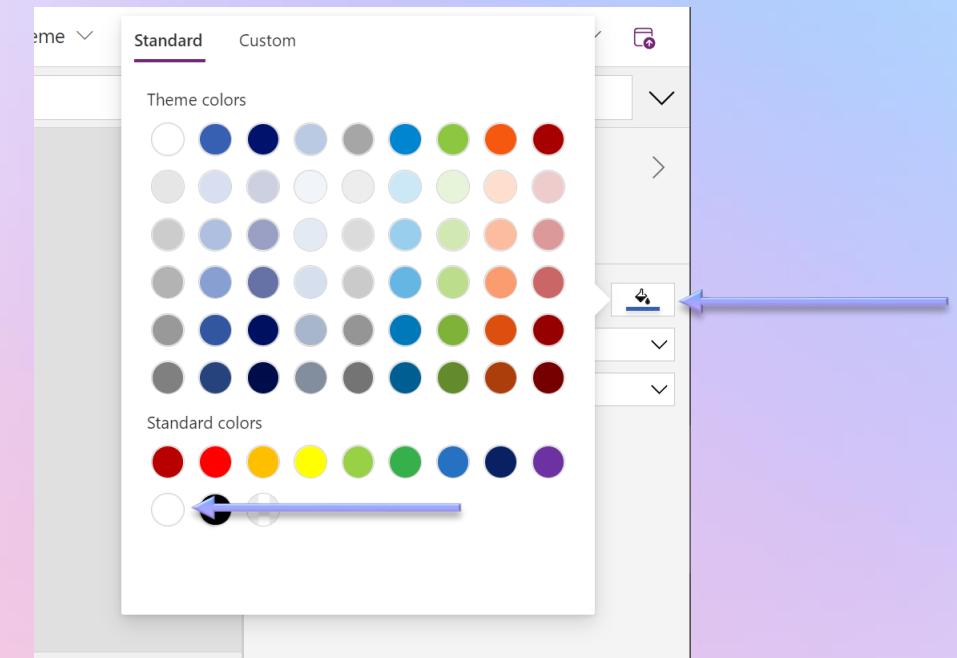
In **part 3**, we will be building this simple insights dashboard. Majority of what you can see on the screen will be copied and pasted from previous screens (less work, **YAY!**), apart from the mini pill chart. Let's go!



Kristine Kotodzyska

Part 3: Mood insights

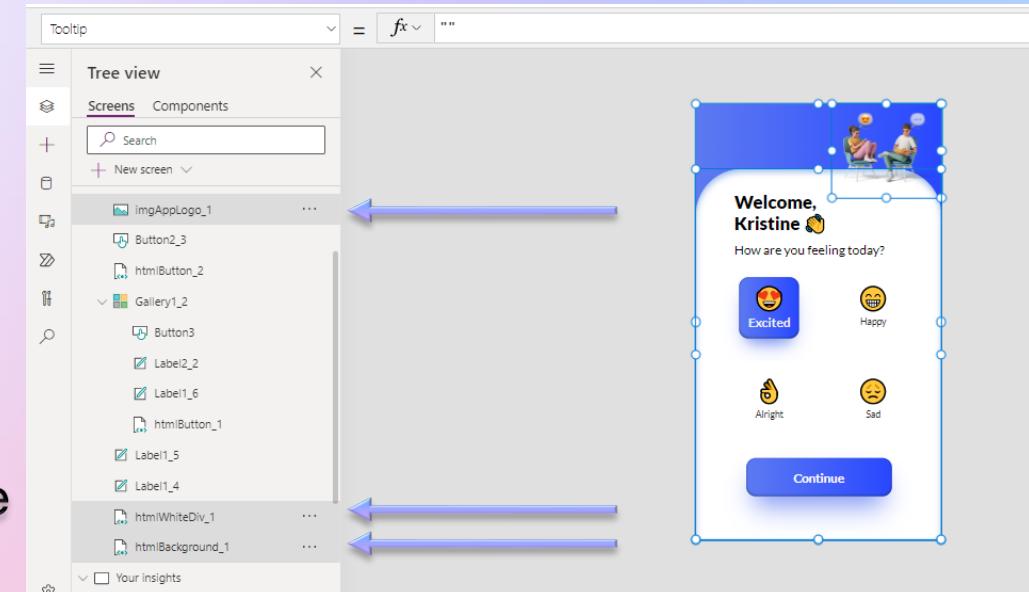
Firstly, let's take care of the background, and the white overlay. Please set the screen fill to **white**, and remove Button1_2.



kristine kohodzynski

Part 3: Mood insights

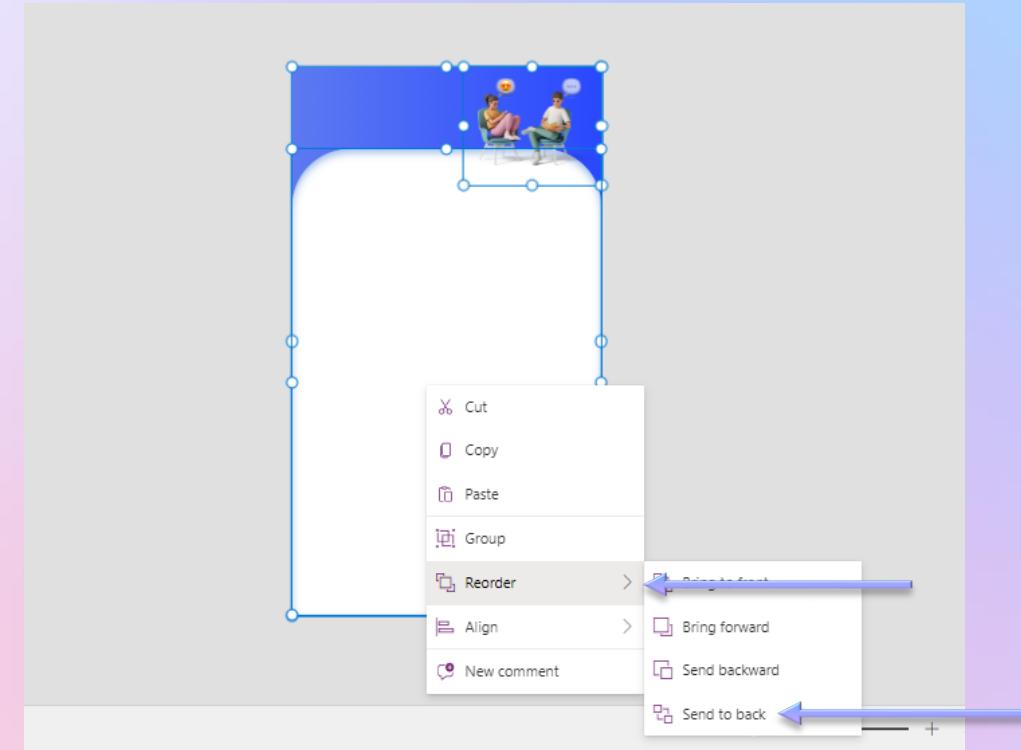
Now please navigate to '**Rate your mood screen**', hold CTRL on your keyboard and select imgAppLogo_1, htmlWhiteDiv_1 and htmlBackground_1, then press CTRL+C (or right-click and select Copy). Then navigate back to the 'Your insights' screen and press CTRL + V (or right click on the screen and select Paste).



Kristine Kotodzyska

Part 3: Mood insights

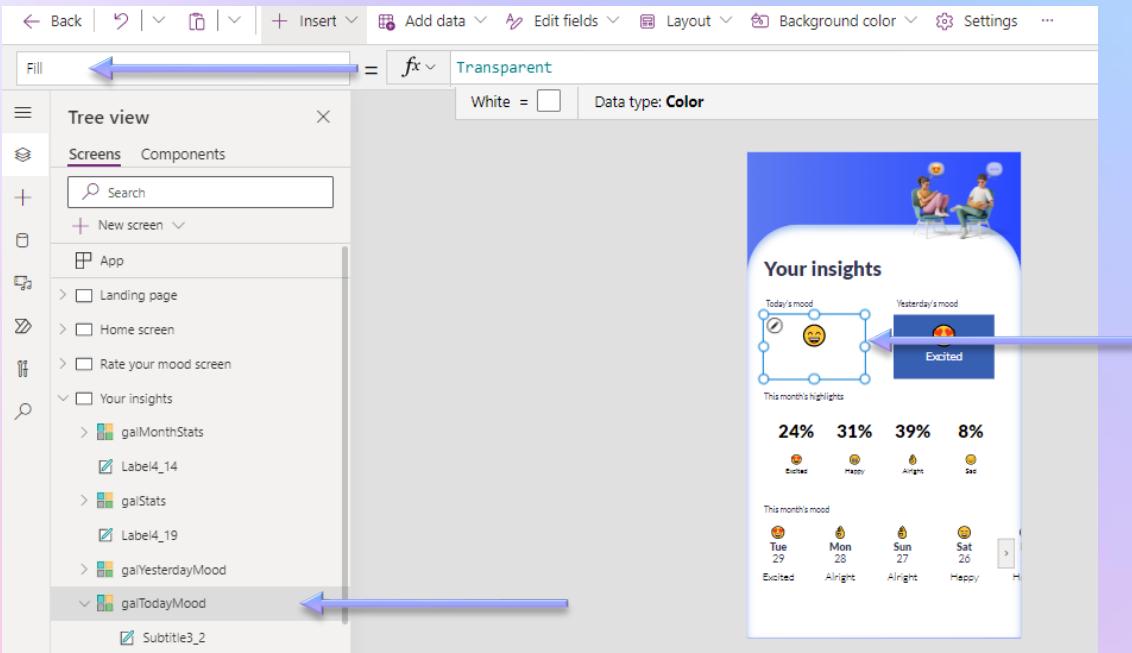
This will paste the controls in the top layer of your screen. While they are still selected, right-click, hover over **'Reorder'**, and then select **'Send to back'**.



Kristine Kotodzyski

Part 3: Mood insights

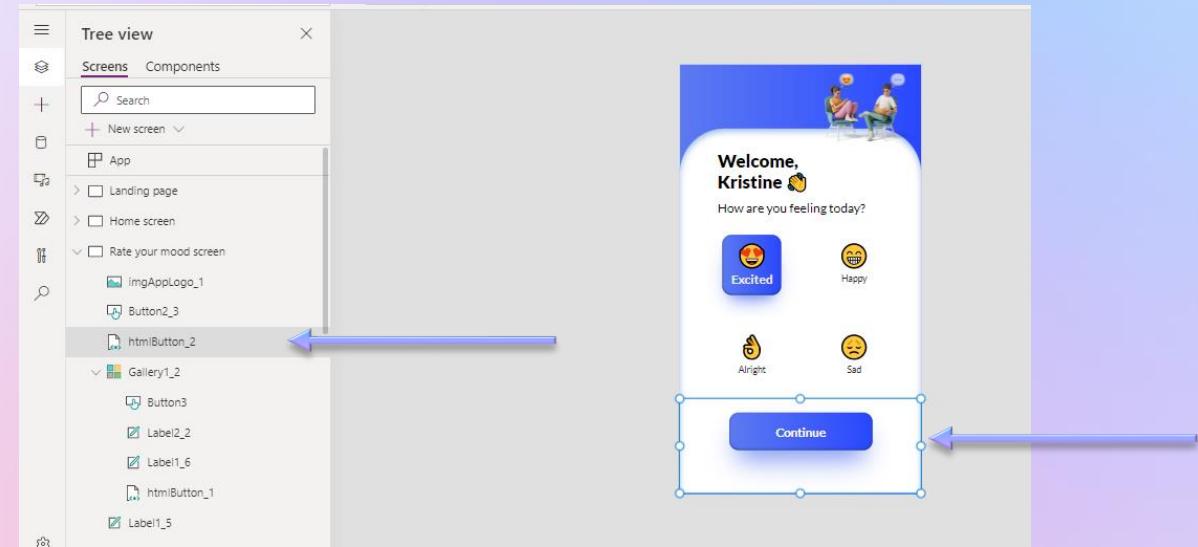
Firstly, let's take care of the tile with 'Today's mood'. Please select **galTodayMood** from the list of controls and change the **Fill** property to **Transparent**. Don't worry about changing the text colour as we will be adding a dark blue background shortly.



Kristine Kotodzyska

Part 3: Mood insights

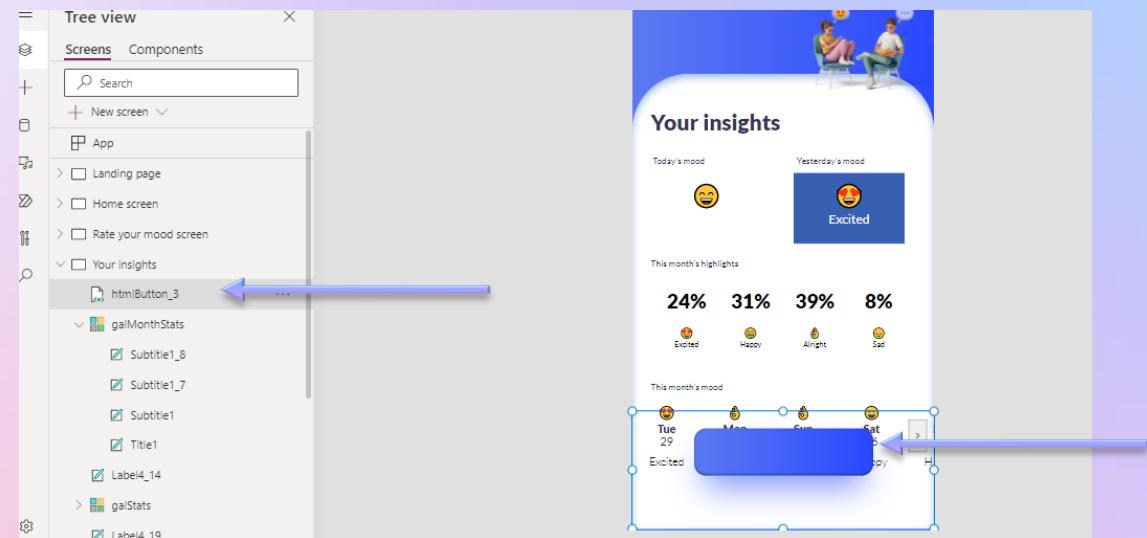
Please navigate back to '**Rate your mood screen**', select `htmlButton_2`, and press **CTRL + C** (or right-click and select copy). Navigate back to '**Your insights**' screen.



kristinekobdaystra

Part 3: Mood insights

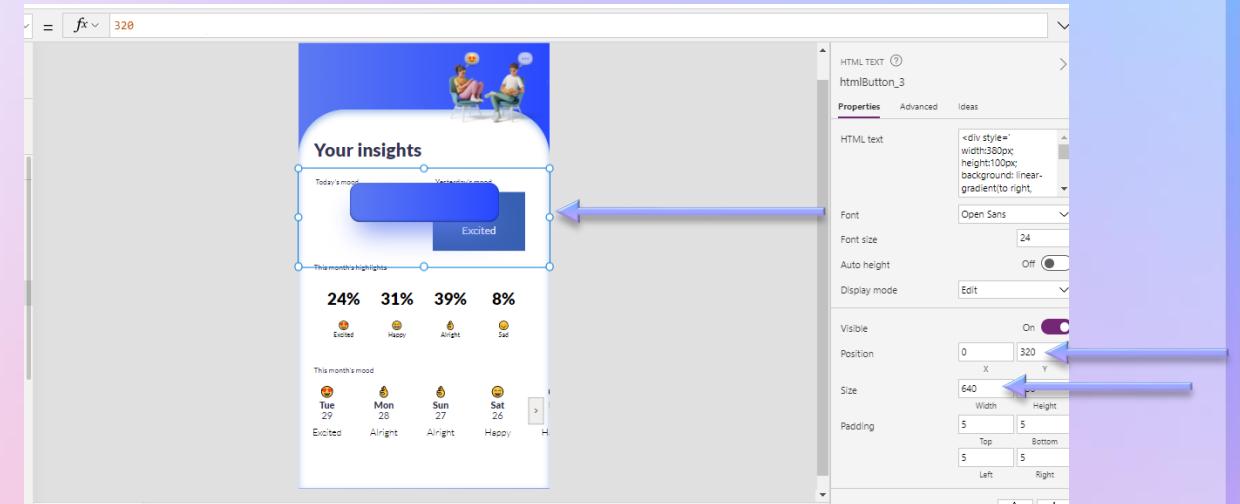
Press **CTRL + V** (or right click and select Paste) to paste it onto the screen.



kristine kohd zugriff

Part 3: Mood insights

Update the **Y** property of htmlButton_3 to **320** and the Width property to **350**.



Kristine Kotodzyska

Part 3: Mood insights

Now, let's update some of the code in the HtmlText property of htmlButton_3. The only values we need to change are:

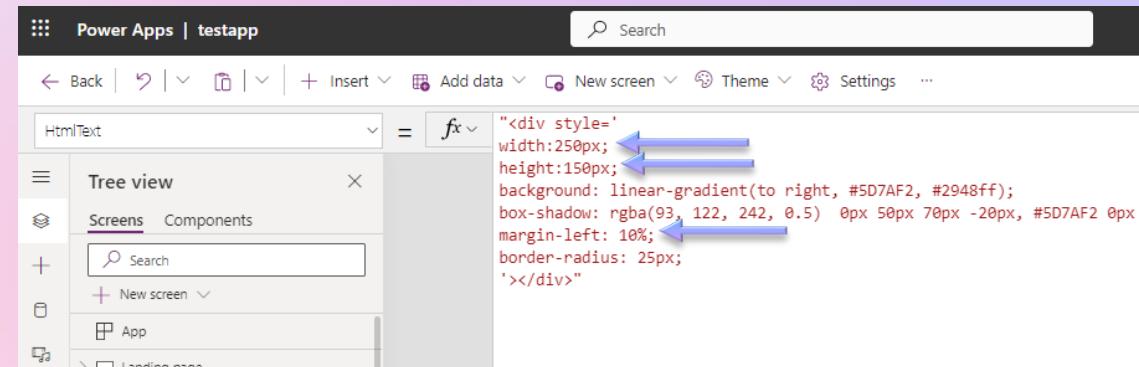
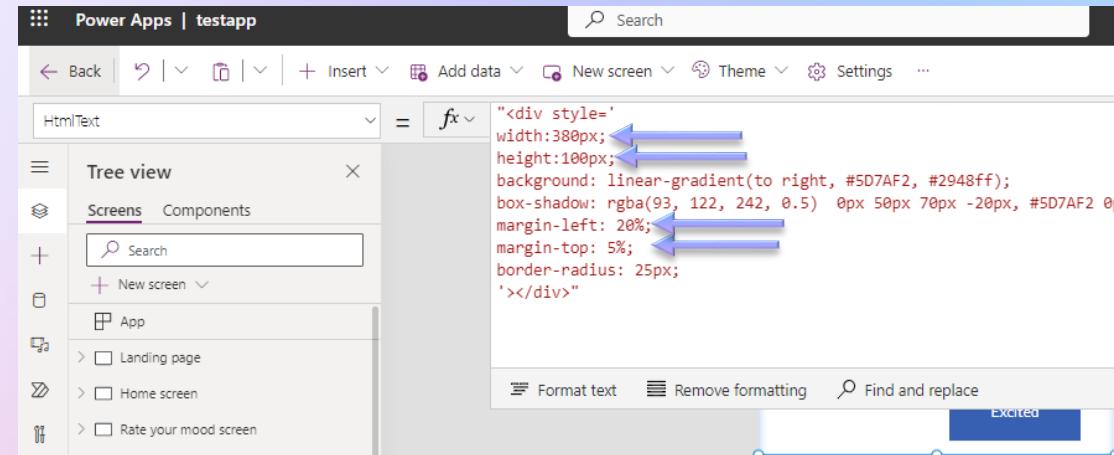
width: 250px;

height:100px;

margin-left: 10%;

Margin-top: 0% (or remove this line)

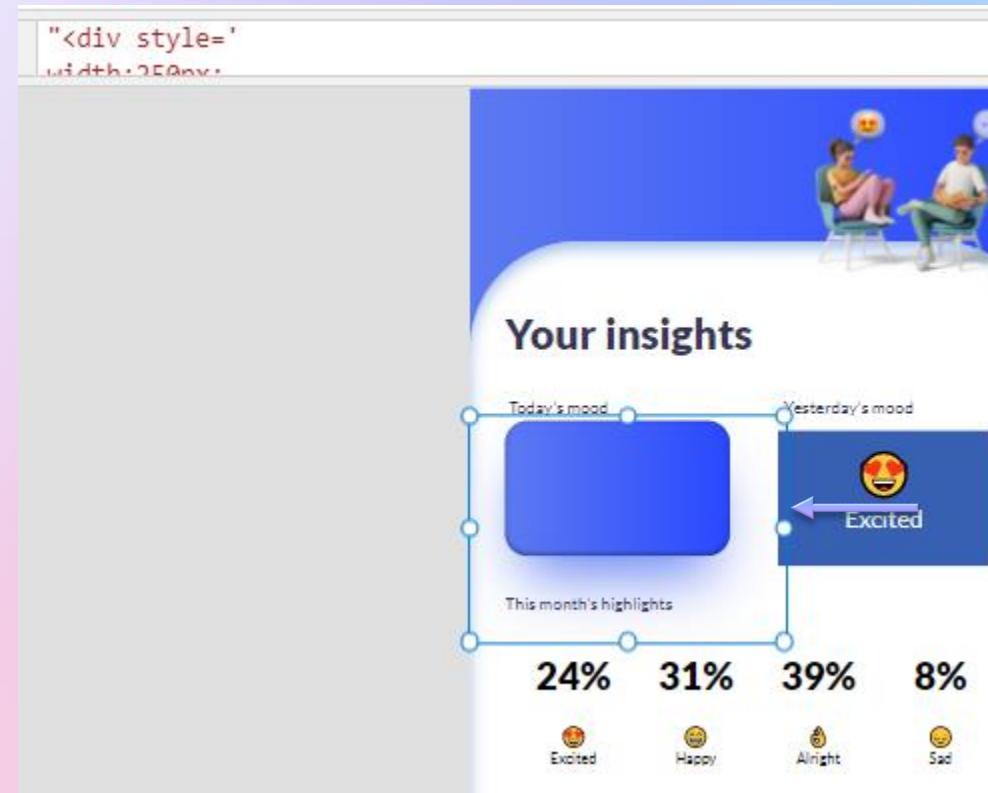
The screenshot to right top is before, the bottom is **after**.



Kristine Kotodzyska

Part 3: Mood insights

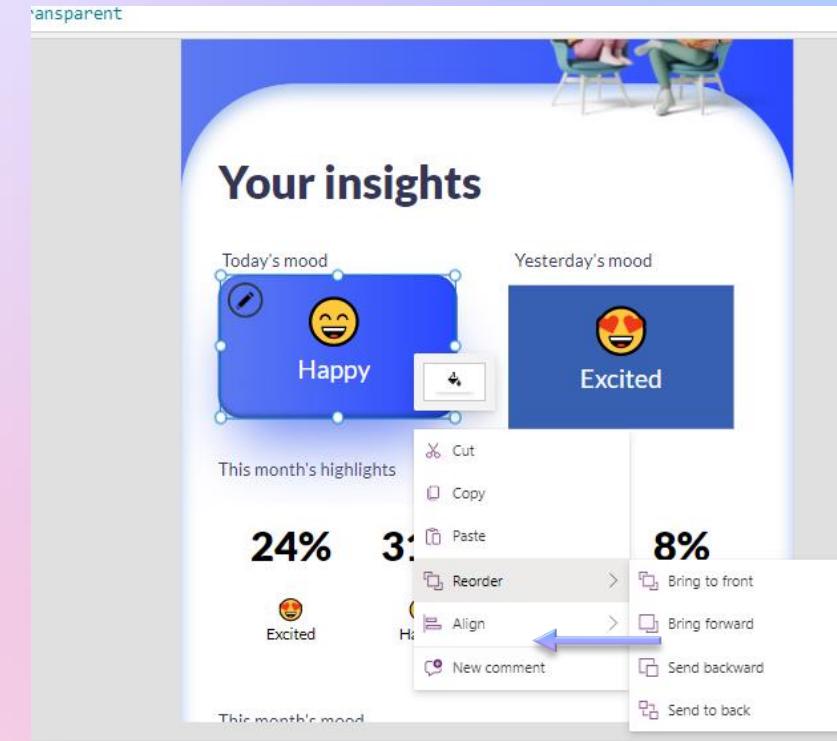
The result should look like this – if it does, **great job!**



krystynekobzorgska

Part 3: Mood insights

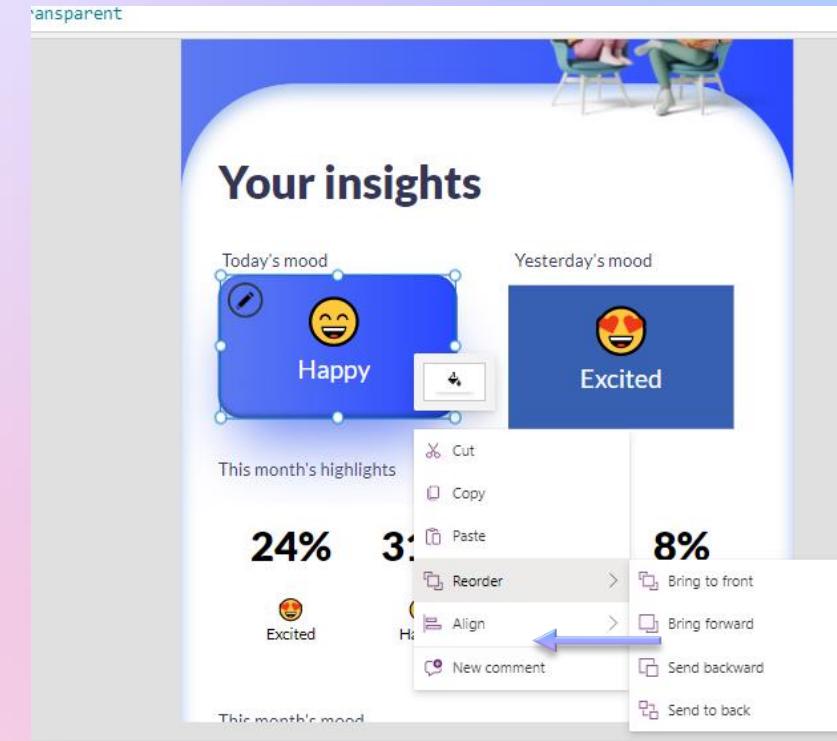
Please select **galTodayMood** from the list of controls, right-click, hover over Reorder and select '**Bring to front**'.



Kristine Kotodzyska

Part 3: Mood insights

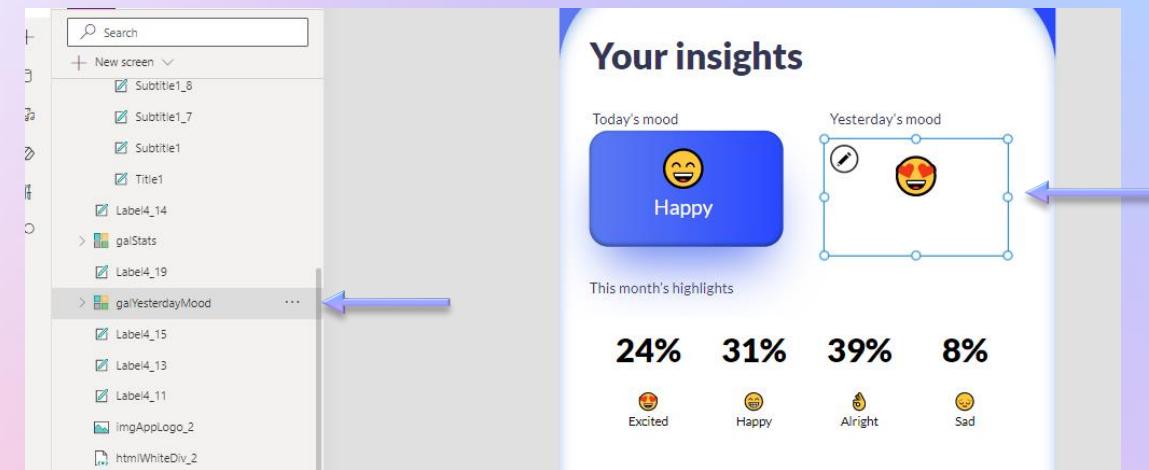
Please select **galTodayMood** from the list of controls, right-click, hover over Reorder and select '**Bring to front**'.



Kristine Kotodzyska

Part 3: Mood insights

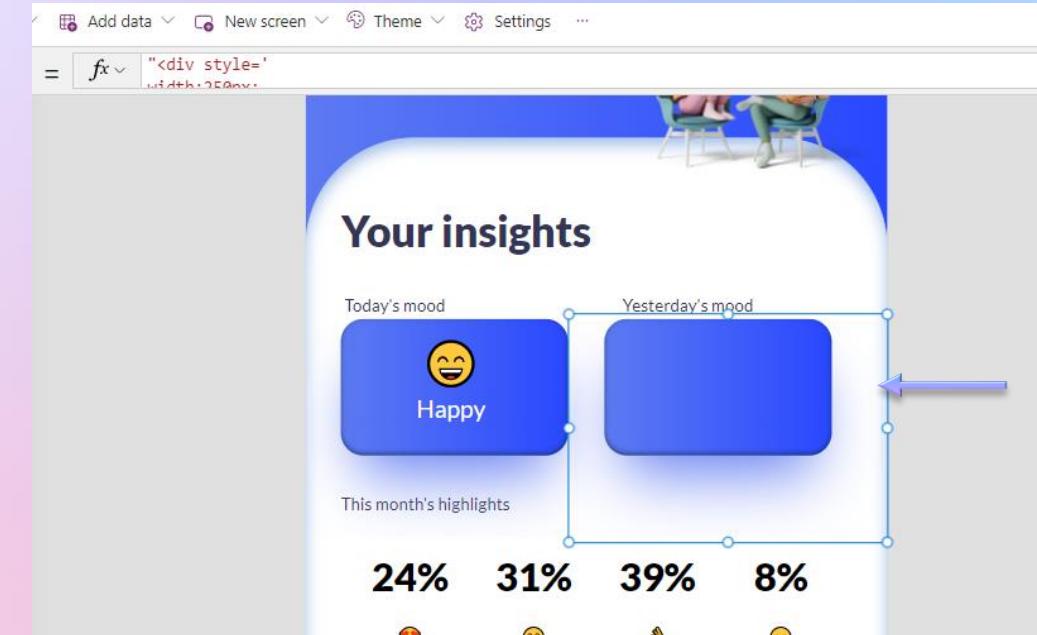
Now, let's quickly do the same for the gallery to the right. Select **galYesterdayMood** from the list of controls, and change **Fill** to **Transparent**.



Kristine Kotodzyska

Part 3: Mood insights

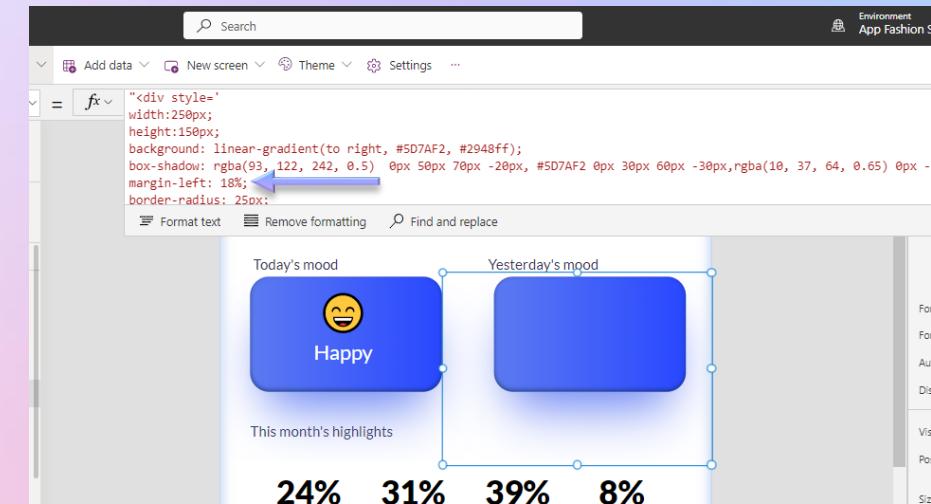
Update the Y property of htmlButton_4 to **365**.



kristine kohdzyska

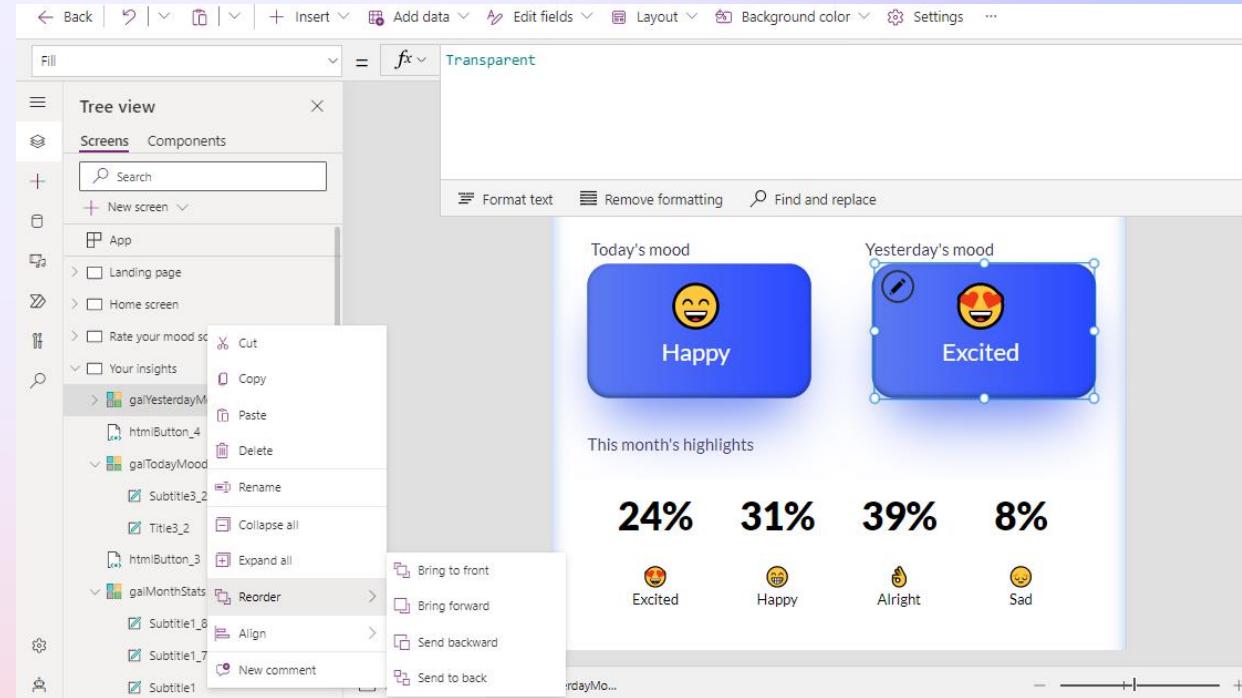
Part 3: Mood insights

We will also need to adjust the margin of the control within the code as we don't have equal whitespace around the edges of the screen making it look untidy. Select the HtmlText property and change **margin-left** to 18%.



Kristine Kotodzyska

Part 3: Mood insights

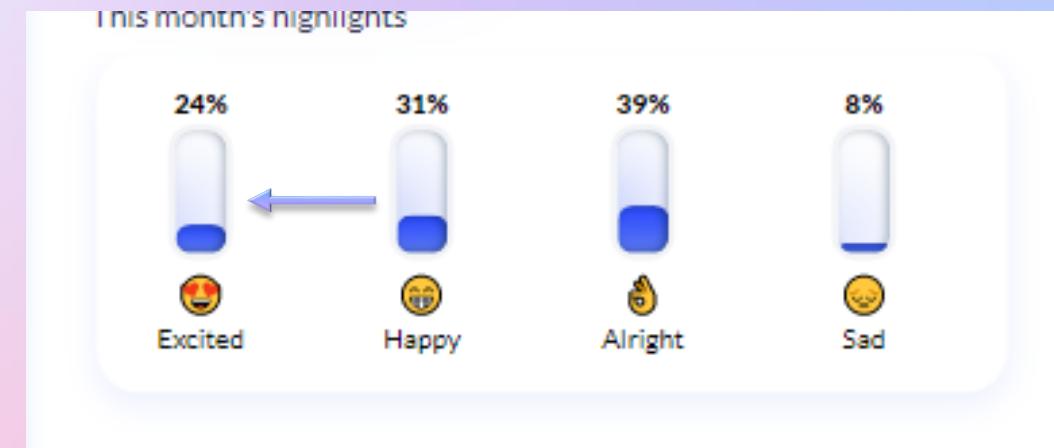


Now right-click on **galYesterdayMood**, hover over **Reorder**, and select **Bring to front**.

Kristine Kotodzyska

Part 3: Mood insights

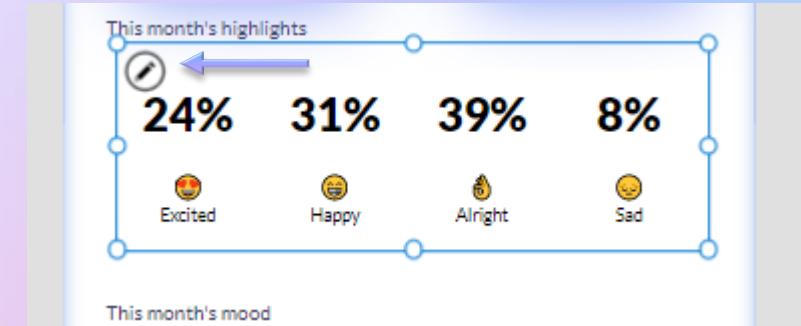
Now, let's take care of the pill shaped chart. It is it a HTML control, however with a slightly more complex structure – we have a `<div>` within a `<div>`. One of the first div is what we call a parent container, and the second div is a child. In our instance, the parent div is the background part of the chart, and the fill of the chart is the child div.



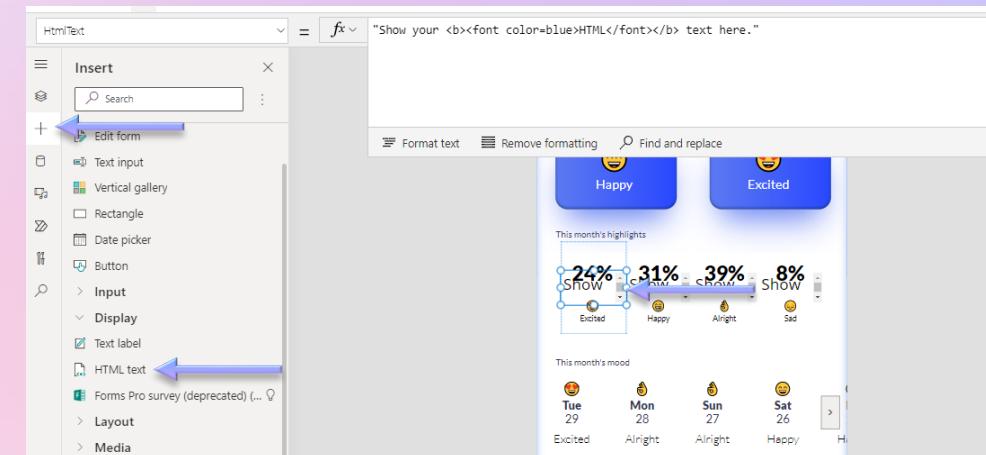
Kristine Kotodzyska

Part 3: Mood insights

Please select galStats and click on the black pencil.



Then please click on + in the left pane to add a new control, navigate to **Display**, and select **HTML text**. This will add the HTML control directly within the gallery. Please rename it to htmlPillChart.

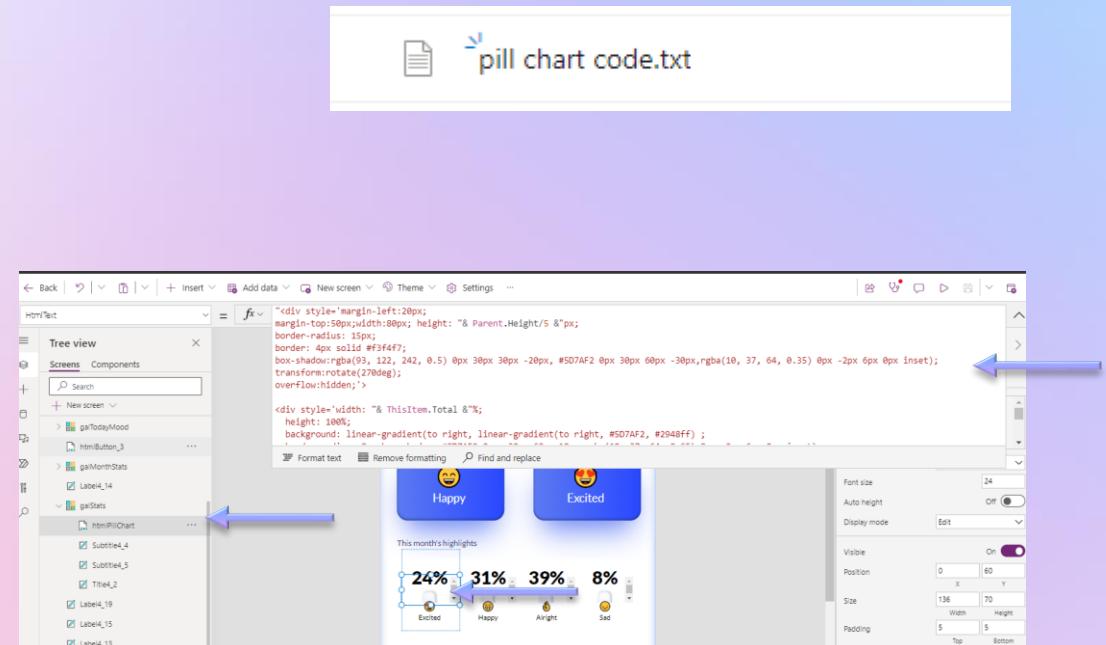


Kristine Kotodzyski

Part 3: Mood insights

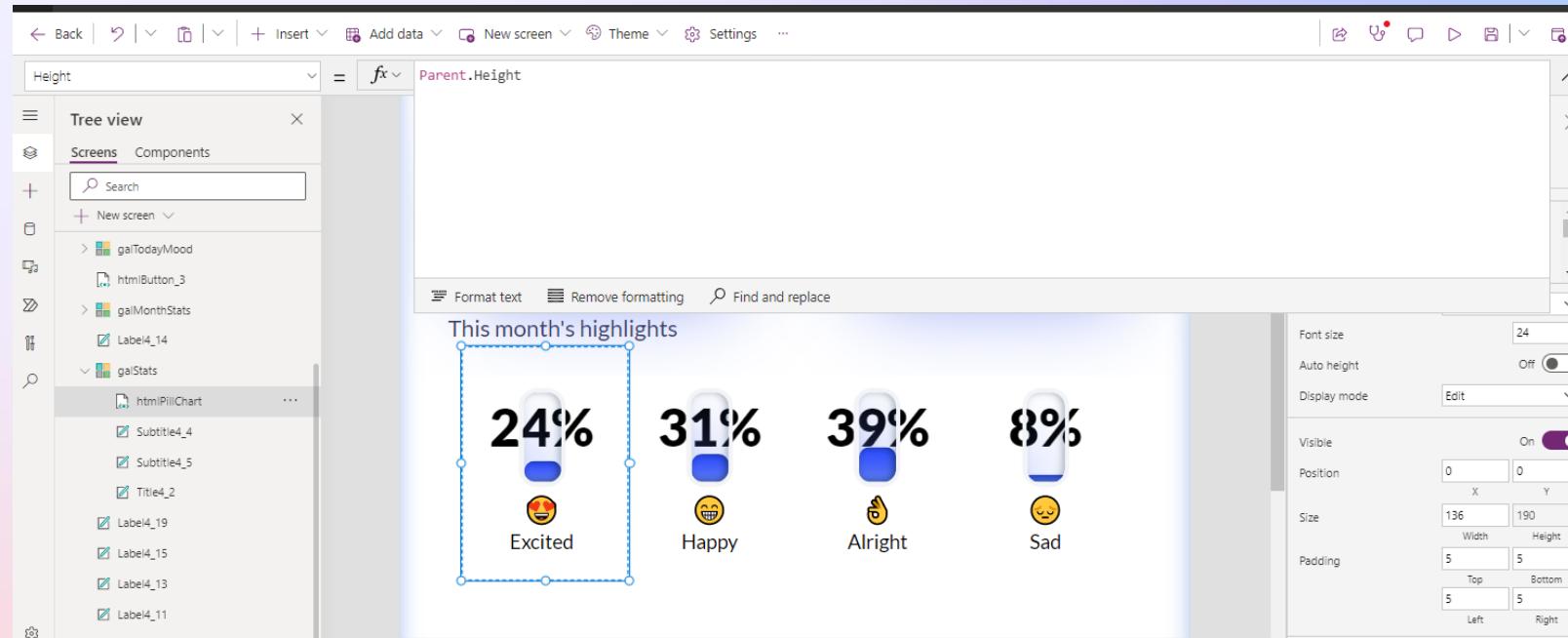
Now, let's add the code to the `HtmlText` property. It is too long to fit on the screen so I have included a text file in the lab files called '**pill chart code.txt**'. I would suggest writing it by hand (rather than copy + paste) to practice and help you understand the structure (as things will be changing on the screen as you're typing it in) but I appreciate not everyone will want to do that 😊

You can select all text, and then press `CTRL + C` to copy to clipboard. Navigate back to your app, and paste it in the `HtmlText` property of `htmlPillChart`.



Kristine Kotodzyska

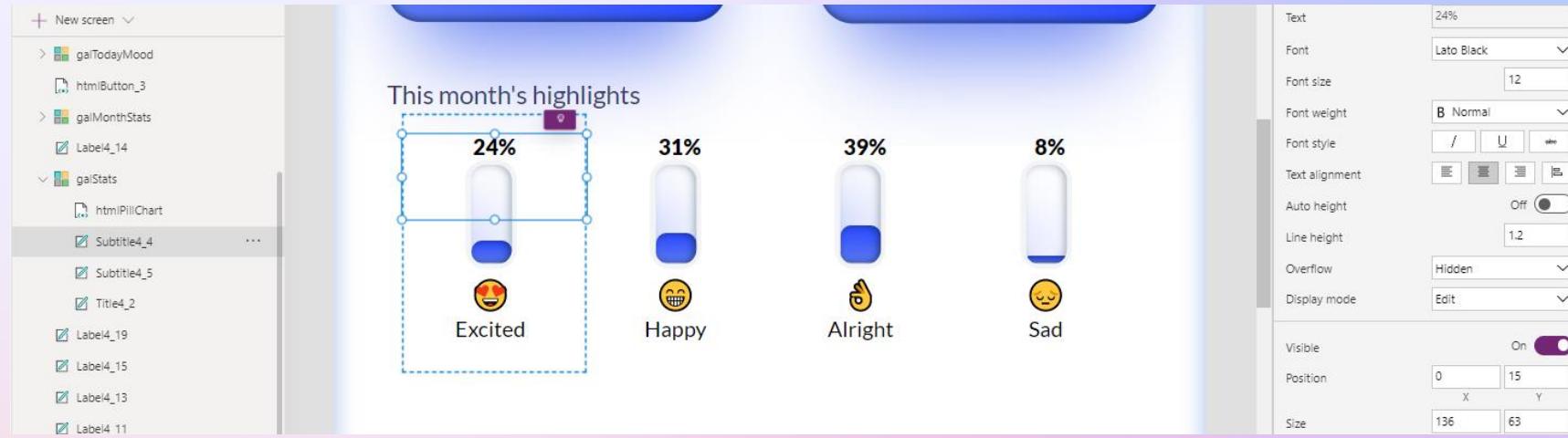
Part 3: Mood insights



Now, please update the height property of **htmlPillChart** to **Parent.Height** and **Y** property to **0**. Nearly there!

Kristine Kotodzyska

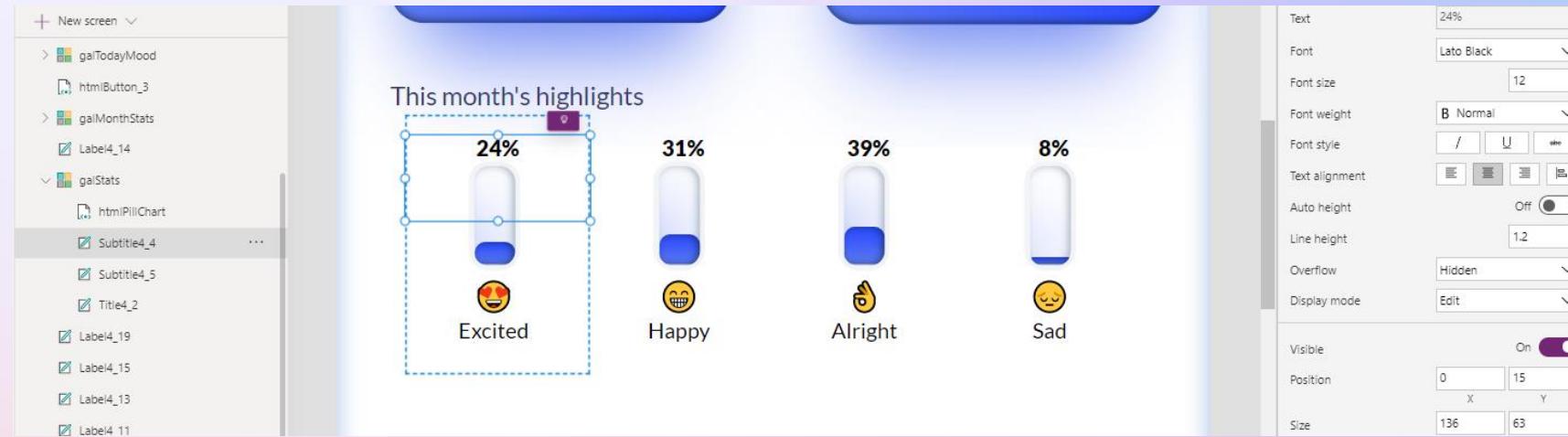
Part 3: Mood insights



Please select **Subtitle4_4** (this is the percentage text) and change the font size to 12. Done!

Kristine Kotodzyska

Part 3: Mood insights

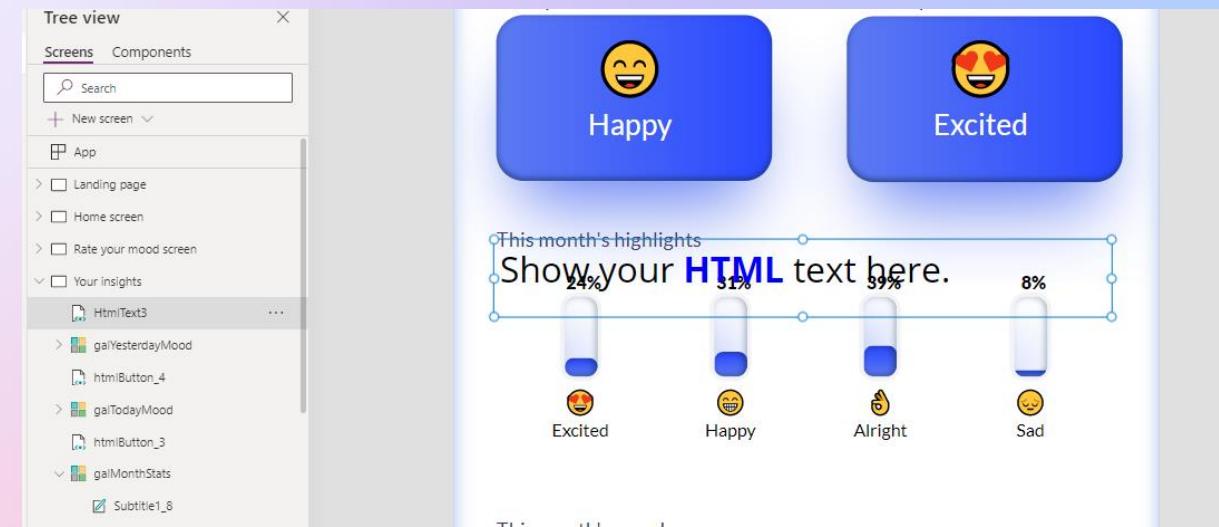


Please select **Subtitle4_4** (this is the percentage text) and change the font size to 12.

Kristine Kotodzyska

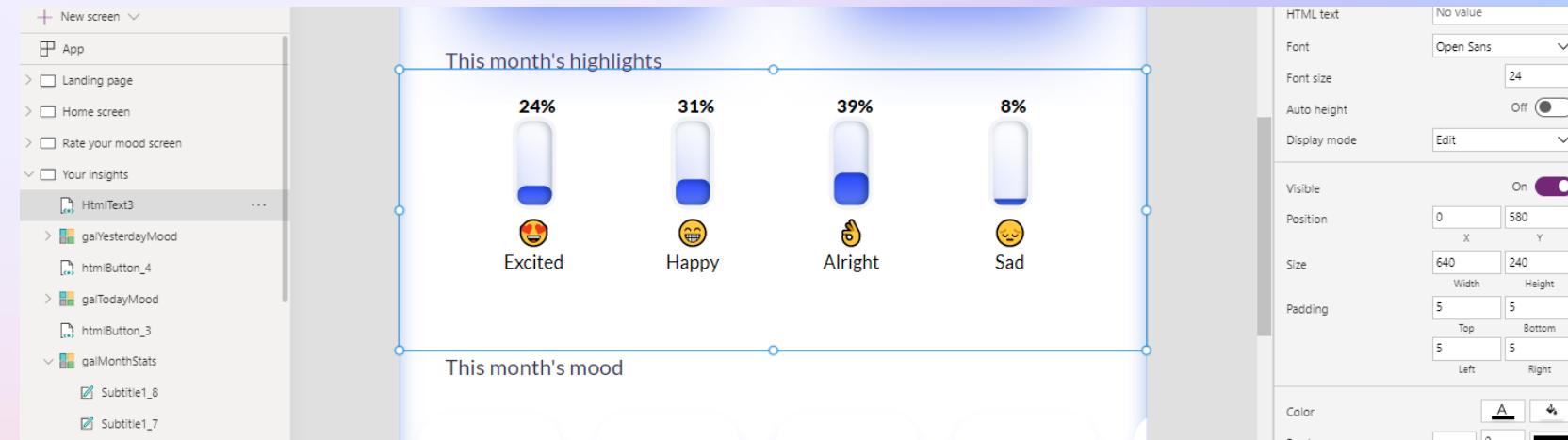
Part 3: Mood insights

And now, let's add the background tile. Please add another **HTML text** control to the screen.



krystynekobzorgski

Part 3: Mood insights



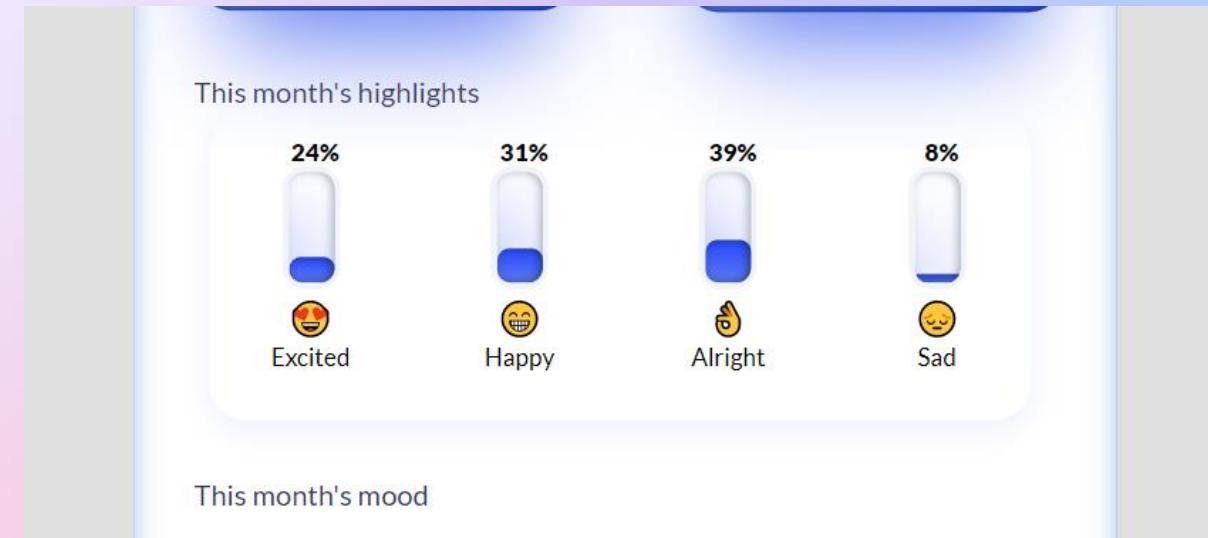
Set the height of the control to **240**, and width to **640 (or Parent.Width)**. Then set the Y property to **580** and X to **0**.

Kristine Kotodzyska

Part 3: Mood insights

Open the `HtmlText` property of `HtmlText3`, and add the following snippet:

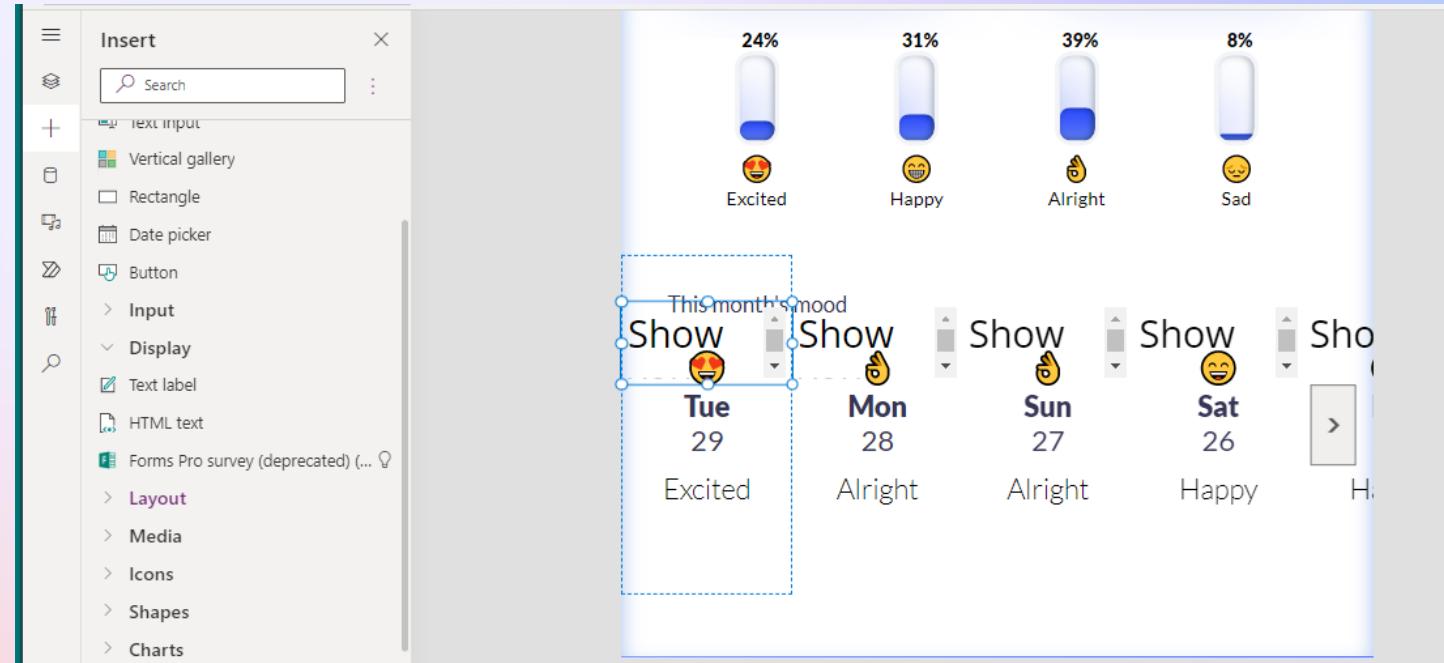
```
"<div style='margin-left:7%;  
width:85%;  
height:200px; border-  
radius:25px;  
box-shadow: rgba(93, 122,  
242, 0.1) 0px 7px 19px  
0px;>'</div>"
```



Done!

Kristine Kotodzyska

Part 3: Mood insights



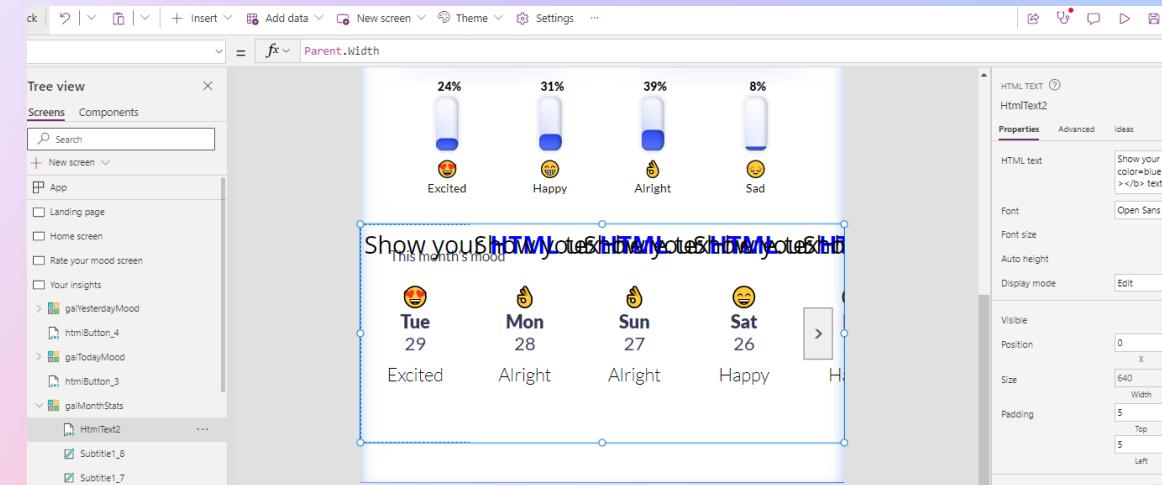
And lastly, the monthly entries. Please select **galMonthStats** and click on the black pencil. Click on the + in the left pane, navigate to Display, and select HTML text to add it to the gallery.

Kristine Kotodzyska

Part 3: Mood insights

Update the height of the html control just added (should be called **HtmlText2**) and update the following properties:

Height: Parent.Height
Y: 0

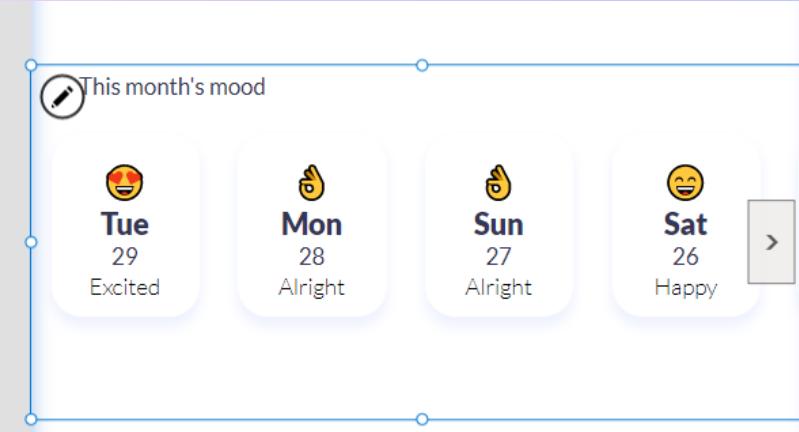


Kristine Kotodzyska

Part 3: Mood insights

And now, the code – it's very simple as it's just one simple `<div>`. Select the **HtmlText** property, and type in the following snippet:

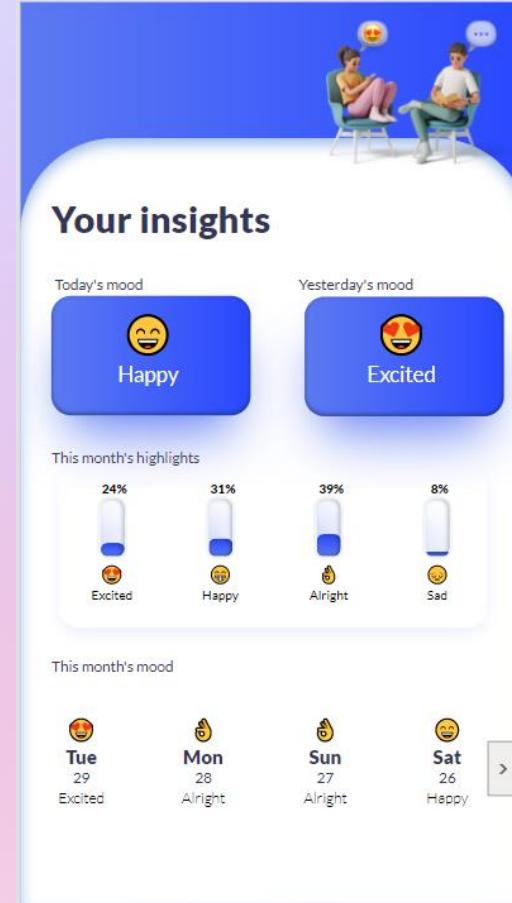
```
"<div style='  
margin-left:8%;  
margin-top:35%;  
width:85%;  
height:150px;  
background: white ;  
border-radius:25px;  
box-shadow: rgba(93, 122, 242,  
0.1)0px 7px 10px 0px;'>  
</div>"
```



Kristine Kotodzyska

Part 3: Mood insights

And that's it!! The screen should now look like this 😊



Kristine Kotodzyska

Part 3: Mood insights

Well done for getting this far!!! You are smashing it. Let's dive into **part 4!**



krystine kohodzynski

Part 4: Welcome screen

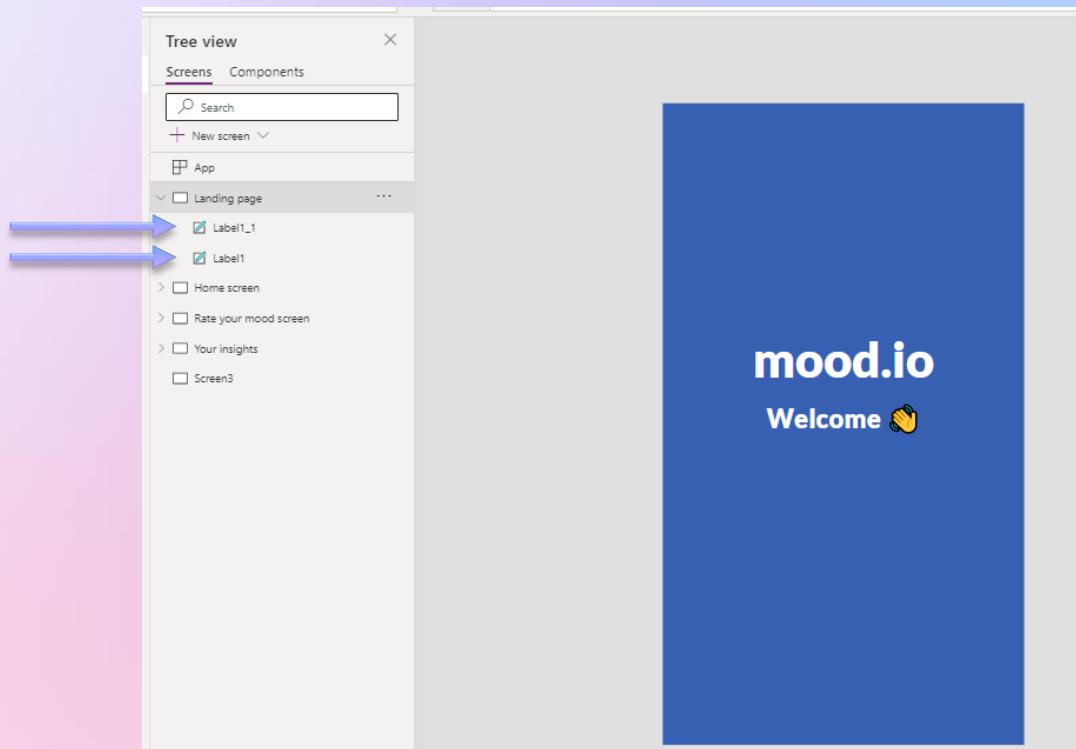
And lastly, let's do the **Welcome Screen**! This screen is simple in structure as it only has 5 controls. 3 SVG's, a timer and a HTML control. Let's do it 



kristinekobodzuska

Part 4: Welcome screen

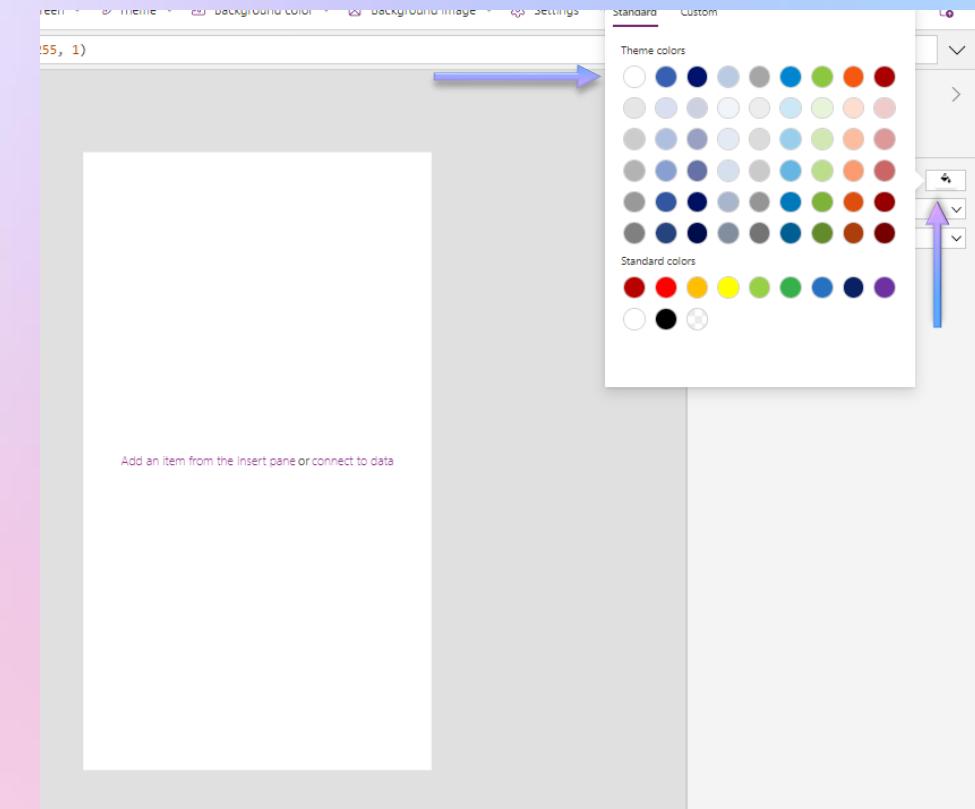
Firstly, let's remove **Label1** and **Label1_1** from our screens.



kristinekobdzyska

Part 4: Welcome screen

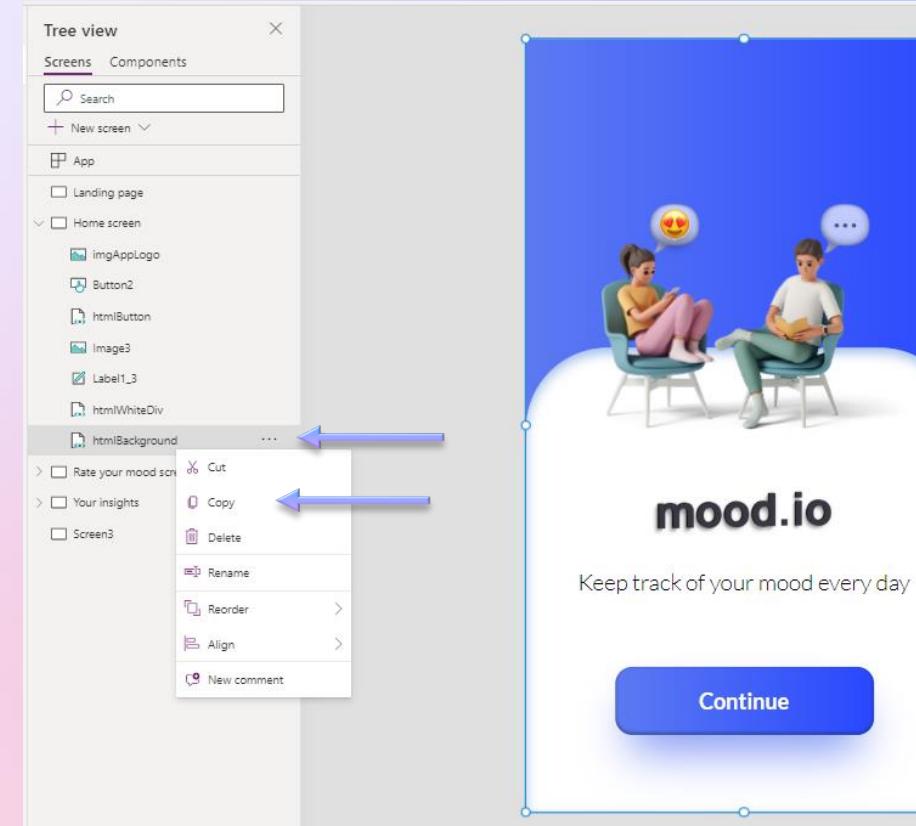
Now, please also change the fill of the screen to **white**.



Kristine Kotodzyska

Part 4: Welcome screen

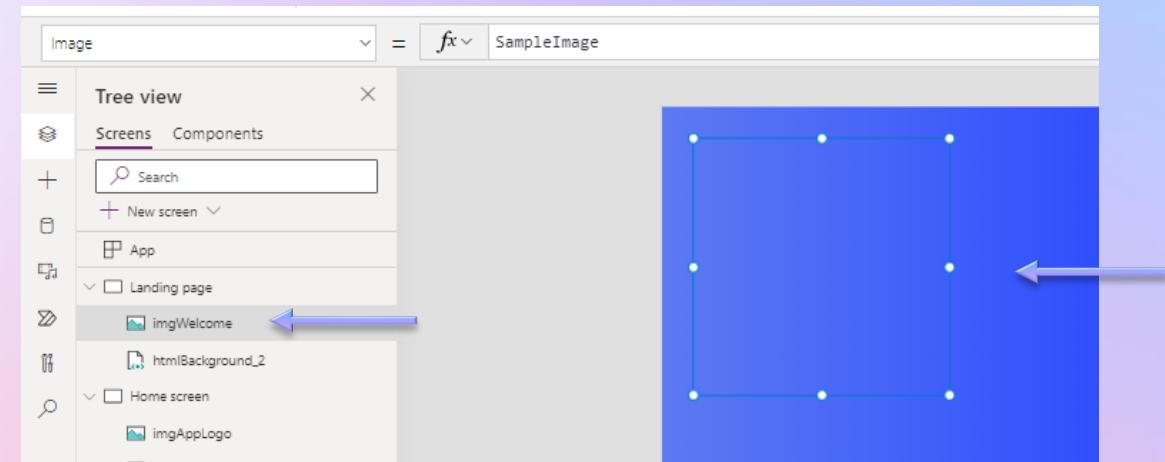
Please navigate back to the Home Screen, right click on **htmlBackground**. Press Copy and then navigate back to the Landing Page screen, and press 'Paste'.



Kristine Kotodzyska

Part 4: Welcome screen

Now, time for the SVG's. Let's start with the 'Welcome' message. Firstly, let's add an image control to your screen and rename it to '**imgWelcome**'.

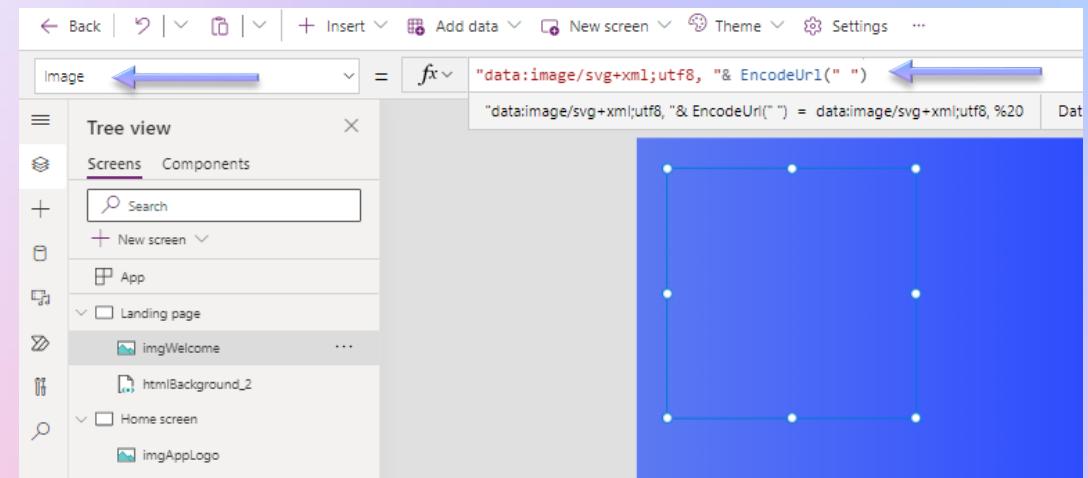


kristine kohodzyska

Part 4: Welcome screen

Let's add the formula to render our SVG in the application:

**"data:image/svg+xml;utf8,
& EncodeUrl(" ")**



kristinekobdrzyska

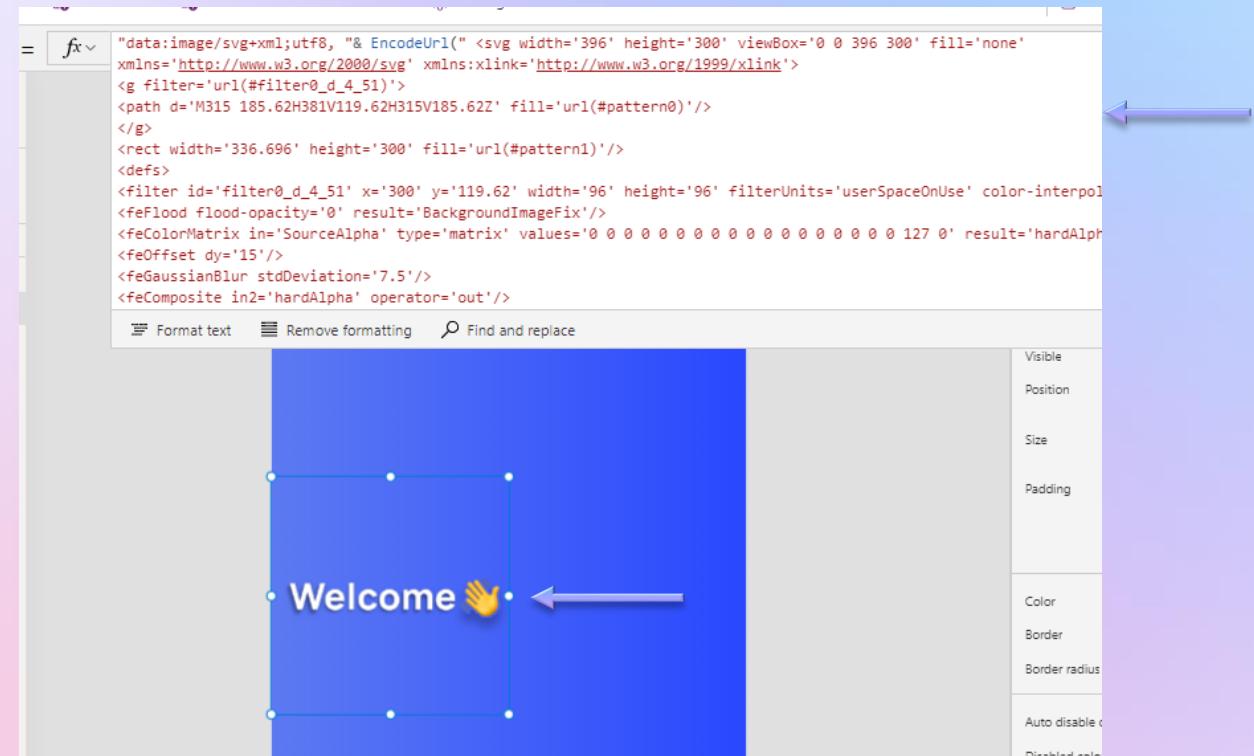
Part 4: Welcome screen

In your lab files, you'll find a .txt file called **msgwelcome.txt**. This is our SVG with the animation code already included. When you open the file, you'll find all the SVG code there. Click CTRL + A on your keyboard to select everything (you can do it manually with your mouse but please make sure you select everything). Then press CTRL + C to copy to clipboard (or right-click and select copy).

Kristine Kolodziejczyk

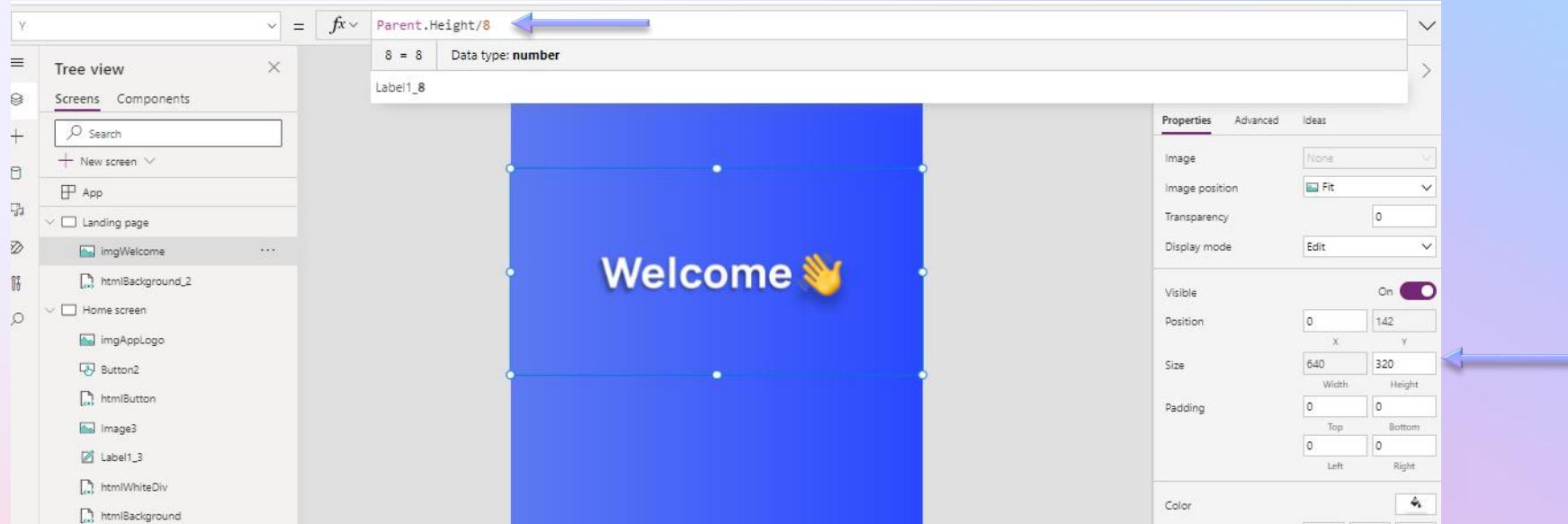
Part 4: Welcome screen

Navigate back to your app, and paste the code between double quotes within the parenthesis. You should see the ‘Welcome’ animation appear!



Kristine Kotodzyska

Part 4: Welcome screen

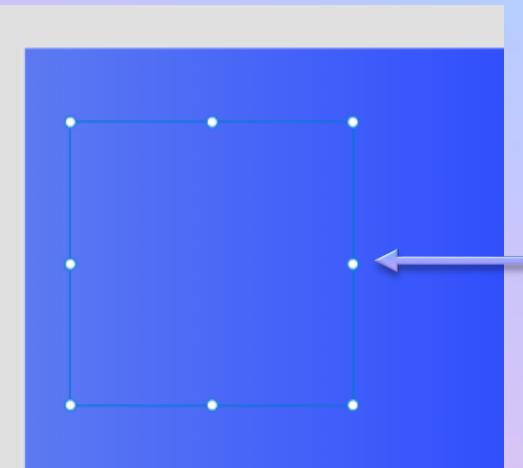
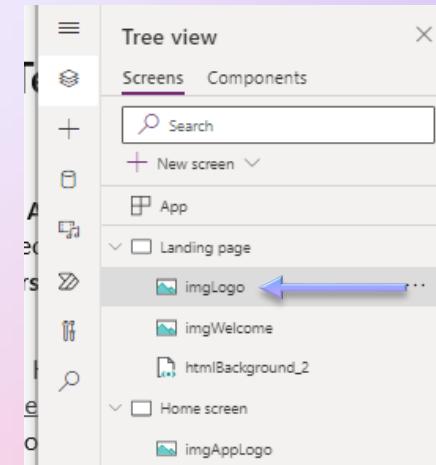


And lastly, please update the **Width** of the image control to **Parent.Width**, the height to **Parent.Height/4** and the **Y** property to **Parent.Height/1.7**. Done!

Kristine Kotodzyska

Part 4: Welcome screen

Now, time for the logo SVG's.
Firstly, let's add an image control to your screen and rename it to '**imgLogo**'.

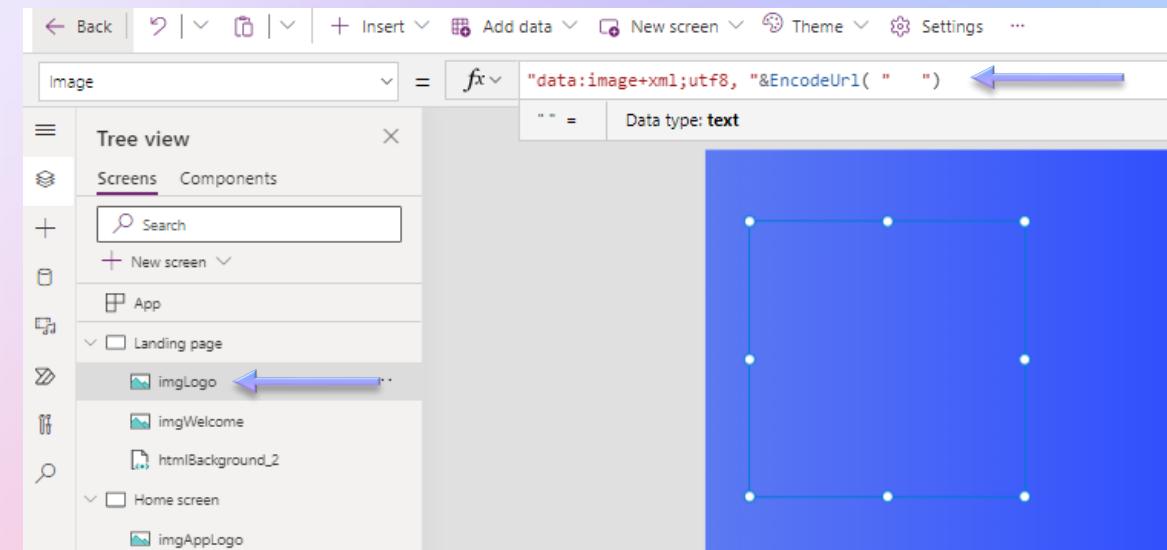


krystynekobzorgska

Part 4: Welcome screen

Let's add the formula to render our SVG in the application:

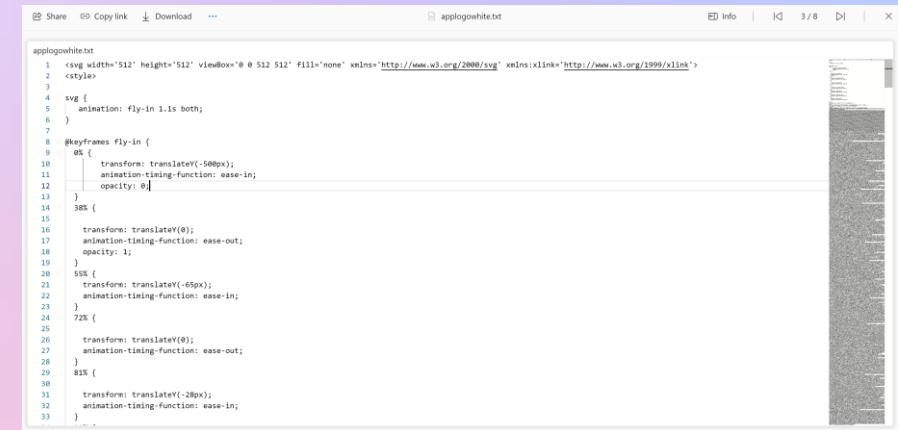
**"data:image/svg+xml;utf8, "&
EncodeUrl(" ")**



kristinekobdzyska

Part 4: Welcome screen

In your lab files, you'll find a .txt file called **applogowhite.txt**. This is our SVG with the animation code already included. When you open the file, you'll find all the SVG code there. Click CTRL + A on your keyboard to select everything (you can do it manually with your mouse but please make sure you select everything). Then press CTRL + C to copy to clipboard (or right-click and select copy).



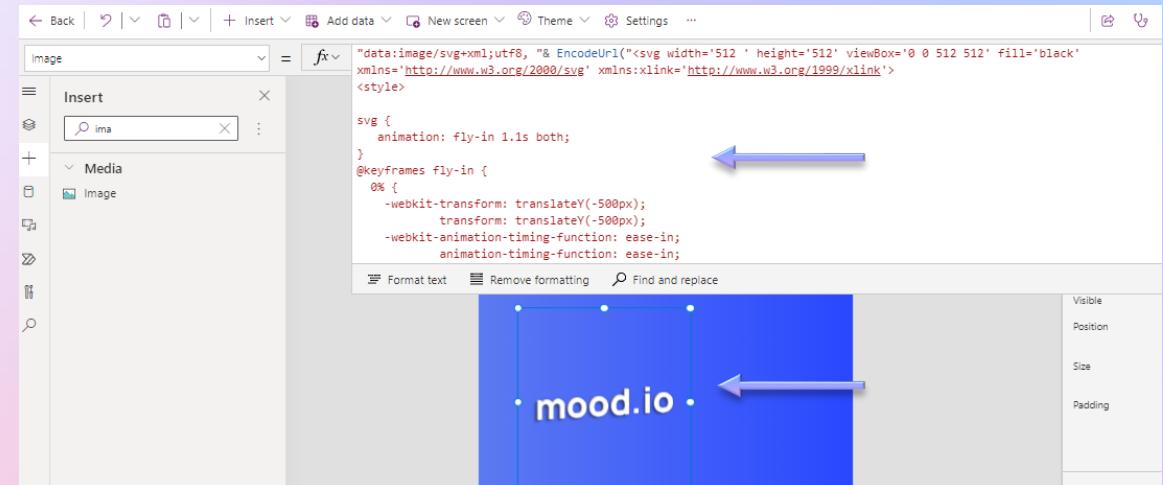
```
Share Copy link Download ... applogowhite.txt ED Info | 3 / 8 x

applogowhite.txt
1 <svg width="512" height="512" viewBox="0 0 512 512" fill="none" xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink">
2 <style>
3
4   svg {
5     animation: fly-in 1.1s both;
6   }
7
8   @keyframes fly-in {
9     0% {
10       transform: translateX(-500px);
11       animation-timing-function: ease-in;
12       opacity: 0;
13     }
14     38% {
15       transform: translateY(0);
16       animation-timing-function: ease-out;
17       opacity: 1;
18     }
19     55% {
20       transform: translateY(-65px);
21       animation-timing-function: ease-in;
22     }
23     72% {
24       transform: translateY(0);
25       animation-timing-function: ease-out;
26     }
27     81% {
28       transform: translateY(-28px);
29       animation-timing-function: ease-in;
30     }
31     ...
32   }
33 </style>
34 </svg>
```

Kristine Kotodzyski

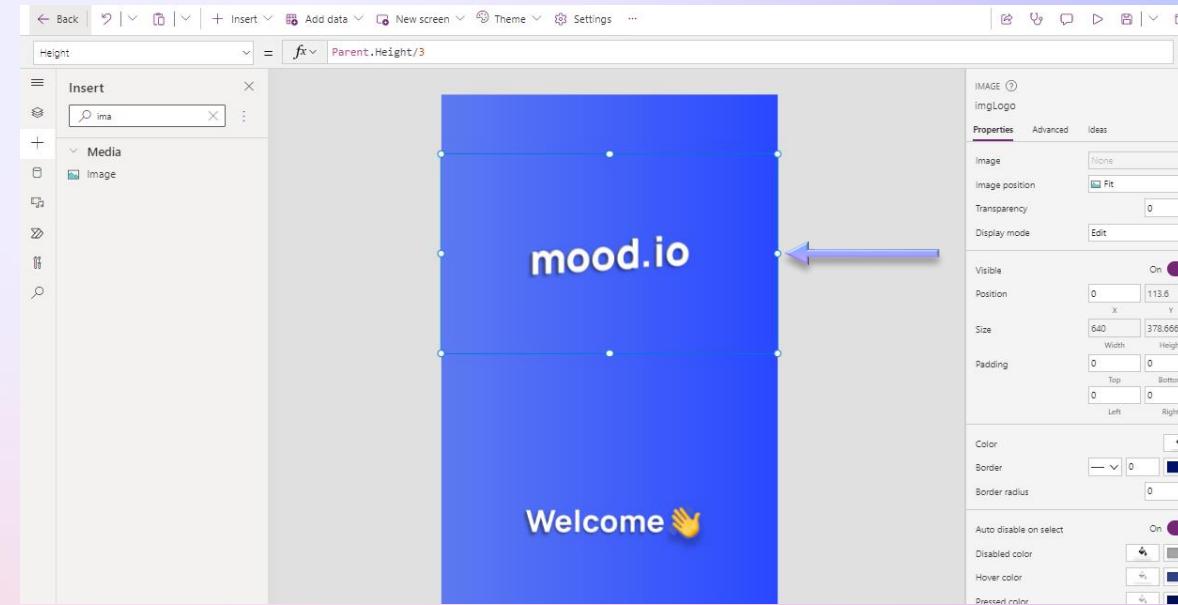
Part 4: Welcome screen

Navigate back to your app, and paste the code between double quotes within the parenthesis. You should see the ‘Mood.io’ logo animation appear!



Kristine Kotodzyska

Part 4: Welcome screen

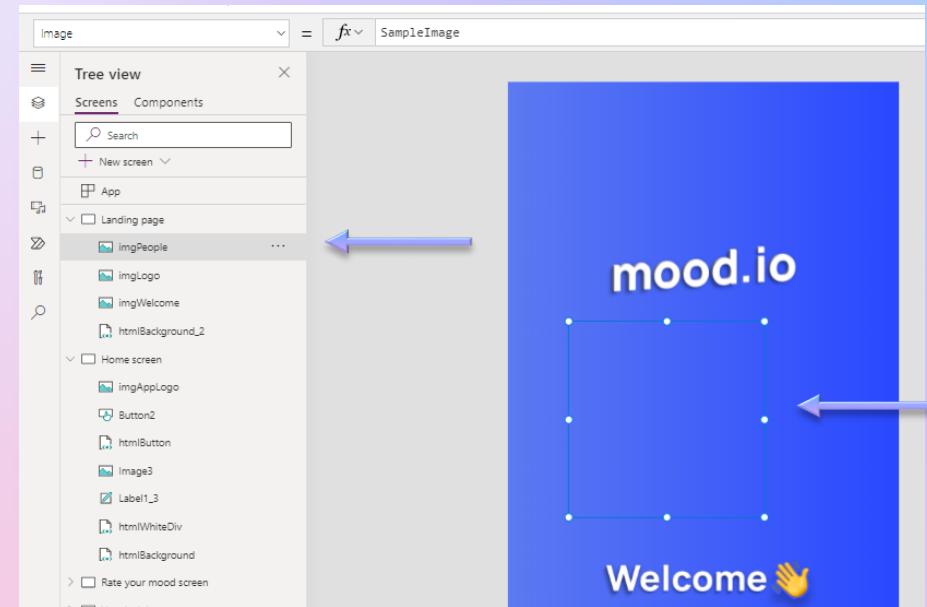


And lastly, please update the **Width** of the image control to **Parent.Width**, the height to **Parent.Height/3** and the **Y** property to **Parent.Height/10**. Done!

Kristine Kobayashi

Part 4: Welcome screen

Lastly, time for the people illustration SVG. Firstly, let's add an image control to your screen and rename it to '**imgPeople**'.

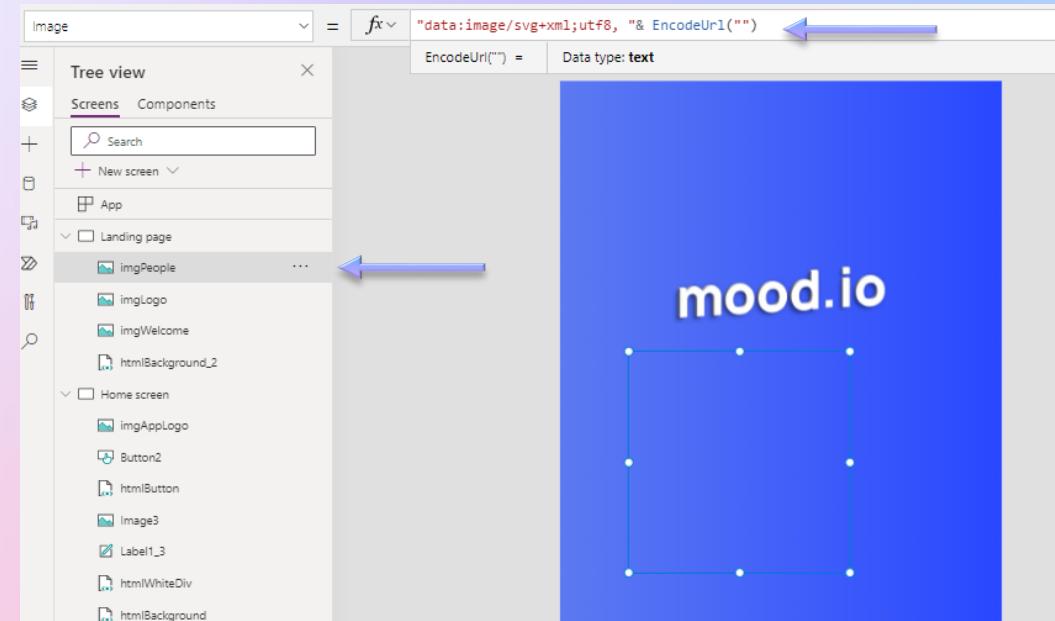


krystynekobzorgski

Part 4: Welcome screen

Let's add the formula to render our SVG in the application:

**"data:image/svg+xml;utf8,
& EncodeUrl(" ")**



kristine kohdzugski

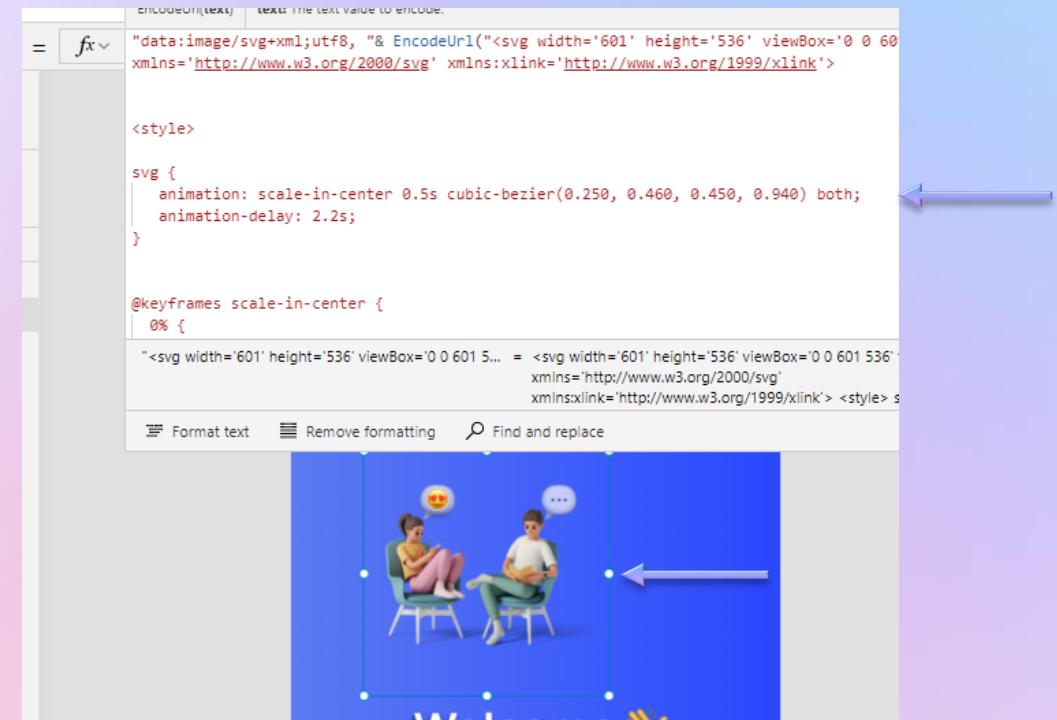
Part 4: Welcome screen

In your lab files, you'll find a .txt file called **applogopeople.txt**. This is our SVG with the animation code already included. When you open the file, you'll find all the SVG code there. Click CTRL + A on your keyboard to select everything (you can do it manually with your mouse but please make sure you select everything). Then press CTRL + C to copy to clipboard (or right-click and select copy).

Kristine Kotodzyski

Part 4: Welcome screen

Navigate back to your app, and paste the code between double quotes within the parenthesis. You should see the people logo animation appear! There is a slight delay on the image as the animations will happen chronologically – the logo first, then the welcome message, and lastly the illustration.



Kristine Kotodzyska

Part 4: Welcome screen

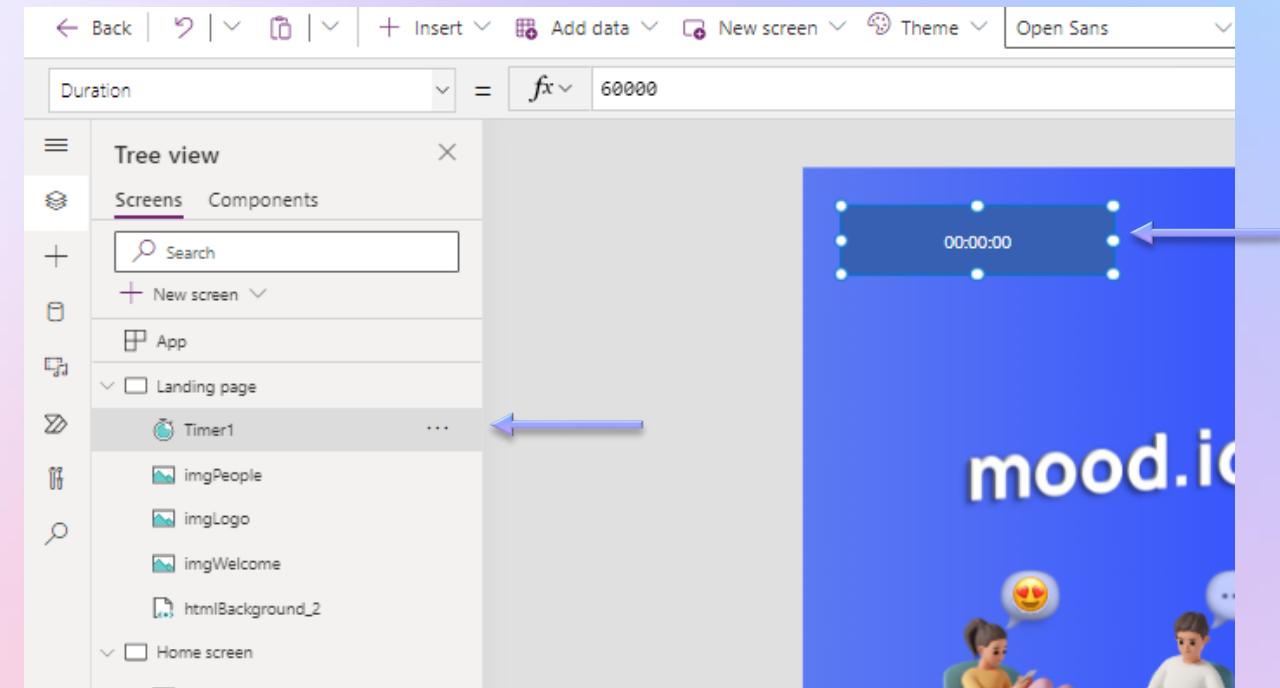


And lastly, please update the **Width** of the image control to **Parent.Width**, the height to **Parent.Height/3** and the **Y** property to **Parent.Height/3**. Done!

Kristine Kobayashi

Part 4: Welcome screen

And to complete the screen, we just need to add a timer. This timer will navigate us to the home screen after the animations. Please add a timer control to your screen.

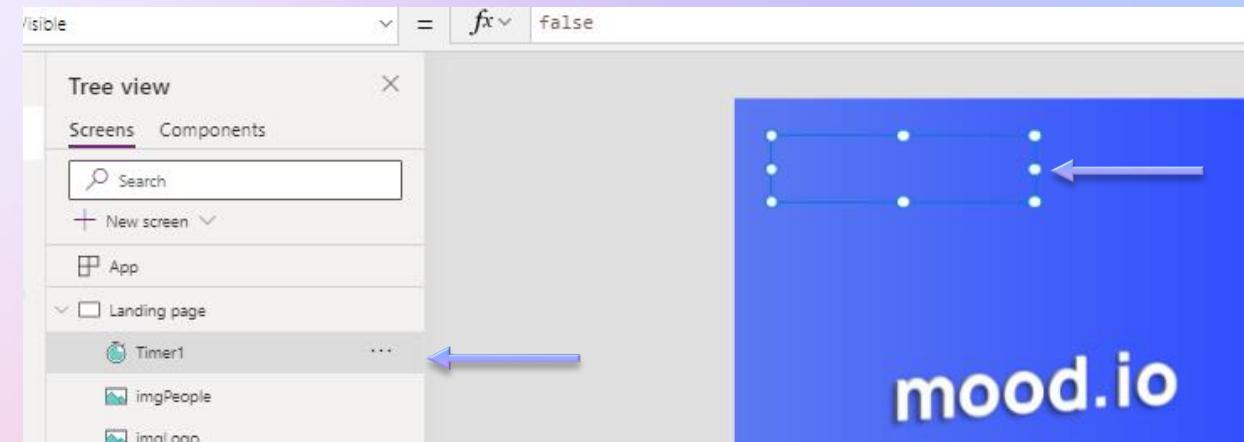


kristine kohodzyska

Part 4: Welcome screen

Now update the following properties:

- **AutoStart** – true,
- **Duration** – 3300,
- **Visible** – false,
- **OnTimerEnd** –
 Navigate('Home screen',
 Fade)



krystynekobzorgski

Part 4: Welcome screen

Done! The last screen is now complete! **YOU** DID IT!!!



kristinekobodzyska

WOW!

<hands clapping>

YOU DID IT!!!



kristine kohdzyska

THANK YOU



Thank you so much for being part of the session and I really hope you learned new things and are ready to start building beautiful applications!

Your feedback would be extremely valuable to improve future sessions. Here's the link to **the survey** you can use to provide feedback - <https://forms.office.com/e/qySCnEiS3Y>

If you enjoyed it, you can also **Buy Me a Coffee** - <https://www.buymeacoffee.com/kristinek>



kristinekotodzyska